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FULL GAME. ON THE DISK. IT IS BLOB!

AMIGA POWER

MAGAZINE WITH *ATTITUDE*

THE ULTIMATE ALL-TIME TOP 100

It's back. After the blood has been spilled and years-long friendships destroyed, we rate our favourite one hundred Amiga games EVER. Inside.

And! World of Soccer, One Day Cricket and White Death get the treatment.

Plus! We tackle the question of the moment: Is it better to upgrade or *die*?

YOURS WITH ISSUE 64 OF AMIGA POWER

BLOB

Laugh as Blob jumps. Cry as Blob falls. Cheer as he completes his unfeasible tasks. Groan as he fails. One of the finest Amiga games EVER and it's been attached to the front of this magazine. Rejoice with us at our triumph over sanity.

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ISSUE 64 £4.50 AUGUST 1996

ISSUE 64

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AMIGA FORMAT

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SOME GAMES?

THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 64 AUGUST 1996

WHAT'S THIS BIT FOR?

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And remember:
WE DON'T GIVE TIPS OVER THE PHONE.

WE WERE DISAPPOINTED
Well, by life generally. Nothing ever seems to go quite the way you intended it to, does it? And we were very sad to see Di go.

ALBUM OF THE MONTH
Is easily Odelay! by that most splendid slacker Beck. Whimsical, dancy, harrowing and pretty much all played by himself, we've been very impressed. With it. Might explain our slight depression though.

SUBSCRIPTIONS AND DISTRIBUTION
Cary Court, Somerton, Somerset TA11 6TB
Tel 01225 442244
Go on, tell us it's disappeared.

AMIGA POWER IS PRINTED IN THE UK.

A member of the Audit Bureau of Circulations

ABC Registered circulation 18,704 July-December 1995

THIS MONTH WE WERE a bit quiet

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REGULARS

8 NEWS
August is traditionally the silly season for news. We'll say no more.

30 BACK ISSUES
Time to think about smoothing over the embarrassing cracks in your otherwise complete AMIGA POWER collection by visiting this page. You could buy a game as well if you liked.

34 COMPLETE CONTROL
Learn to complete India Jones and the Fate of Atlantis the hard way. Or amaze your friends by being taught the fart of fury. It's all in here somewhere.

42 LETTERS
As we hurtle inexorably towards the end of the millennium our letters pages becomes more and more frantic and fragmented. Just the way we like it.

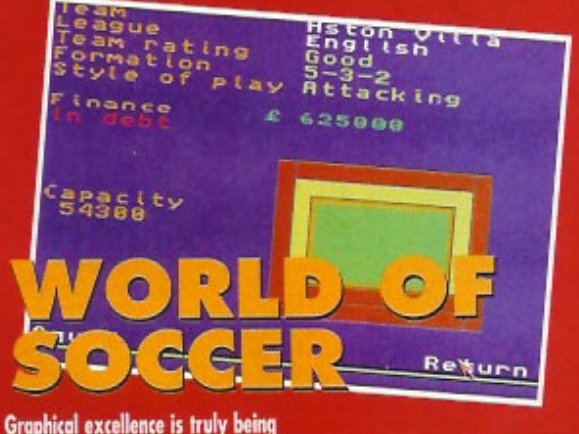
44 READER ADS
Somebody actually wrote in the other day and said that we ought to print more reader ads to add some pages to the magazine. What does he think we do? Turn down a thousand every month because they're not good enough? Pillock.

46 THE BOTTOM LINE
Review the past glories of our little vanilla wonder box and marvel at what was once possible.

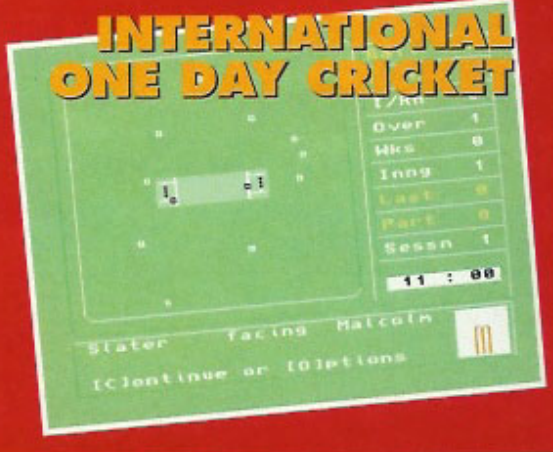
50 THE BACK PAGE
AMIGA POWER says turn to the back page and read it. We flip the topsy-turvy world of pop slogans on its head. And laugh at it.

AND FIN

THE ULTIMATE AMIGA POWER ALL-TIME TOP 100



Graphical excellence is truly being stretched to its absolute limit by our two barn-storming, chart-topping games this month. And they're not an attempt to just cash in on a dying market. Oh no. Read about World of Soccer on page 12 and International One Day Cricket on page 15



SUE WOULD JUST LIKE TO SAY: "Que sera sera, what will be, will be..."

CAM WOULD JUST LIKE TO SAY: "As Peter Gabriel said to me..."

MARTIN WOULD JUST LIKE TO SAY: "I can come back any time. Just ask."

STEVE WOULD JUST LIKE TO SAY: "That's another fine mess I've gotten myself in to."

OVER

TIME

NALLY...

Here is the 1996 All-Time Top 100 as decided by staff and alumni of AMIGA POWER at a very heated session in a restaurant in Bath. This time it's for real and for ever. The countdown begins in earnest on page 17.

UPGRADE FEATURE

Yes. We tell you how to transform your humble Amiga into the world's greatest gaming machine with the addition of a few simple bits on page 40.

REVIEWED THIS ISSUE

AUGUST 1996

World of Soccer 12
One Day Cricket.....15

PD

Arcade Darts 31
Breed 96.....33
Colours 32
Flame.....33
Maze Blazers.....33
Monsters of Terror 32
Pixel War 32
Polyworld 33
Q:Whiz 32
Sproing 32
Tangram Master.....33

A full game from the Top 100? Not possible surely. And yet here it is. Revel in the resplendent victory of physics-defying bouncing blue balls that is Blob...

disk 64

INTRODUCING COVERDISK 64

BLOB

If rescuing blobletts sounds like the sort of job that you, a healthy-minded individual could easily get your teeth in to then look no further. This month's fabulous full game lets you fulfil your ambitions. And more! Learn how to bounce so high it feels like you're flying, share in the pathos and tragedy of Blob's occasional deaths, see alien terrains and explore them, be almost literally transported to another world. Not all that bad for four-and-a-half quid when you look at it like that, is it? But don't take our word for it. Shove it in your vanilla monster's drive and play! Play! PLAY!

Game instructions on the next page

YOUR DISK AND YOU

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

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- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to TIB. Please.

- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!

BLOB disk 64

Originally published by:
Core Design

Welcome to a world of dreams and illusions; a place that has dimensions of height, of gravity, and time; a place where life is just a bounce away from oblivion. Experience the world of *Blob*, our 63rd most favourite game of all time.

Blob's spaceship has broken down while carrying a cargo of baby Blobletts. Parts of the ship have been lost and some of Blobletts have wandered off in the confusion. Blob must search the 50 levels of bouncy crazy-paving and find all the spaceship parts and fuel spods, rescuing any Blobletts that have become lost and trapped.

Getting started on Blob's mission is easy. Put the disc in, and boot it up. You'll have to press fire a couple of times to get through all the title screens, but eventually you'll get to the screen shown below (Level one: a doddle) Just press the little old fire button and you'll be away.

An important note for the clever-clogs among you who having sailed (or bounced, rather) through most of the levels, don't want to start from the beginning each time. You'll be given your passwords when you're good enough! Or you could conceivably look them up in an AP back issue. (You don't expect us to tell you, do you?)

The controls for Blob are easy. Pressing the fire button makes him jump. You may move him in any direction with the joystick and at any time – along the tiles or in "flight."

Blob may, and will have to, jump up to different tiles, as well as down, but be careful you don't fall as this will kill you. And there's nothing more pathetic than a dead Blob.

THE ALIENS

Damn It! This is Ripley! Get your balls out of there!

BLOB ALTER EGO – When Blob runs out of time, an evil version of himself appears, which will chase him around. If they touch enough times, both will perish.
SPINNER – Five spinning balls chase blob slowly round the tiles.
SLICER – A disc with a sharp edge. This will hurt Blob, but luckily it can be bounced on and broken.
GLOB – Oh no, it's the evil Glob – and he can go up the stairs! Kill him by jumping on him. That's it! Go on! Kill him!
SPEWER – Spewer spews spew which affects Blob in the following ways. Blue spew slows him down, purple slows him down and hurts him a bit, red just hurts and any Icy blue spew electrocutes Blob.

GREAT BALLS! BOUNCY TILES!

Different colour tiles affect Blob's bounciness.

GREEN, BROWN – Normal.
YELLOW, PURPLE, RED – Extra bounce.
BLUE – Squidgy tiles which are not very bouncy, at all, in fact.
ICE BLUE – Slippery tiles. Well, nothing's ever perfect...

THE TILES

Mind your step and learn about all the different types of tile:

STANDARD TILE	Sometimes patterned. Can be bounced on and broken.
DAMAGED TILE	Weaker than normal tiles, they may break and disappear if jumped on too heavily.
BUTTON TILES	These switch on other tiles on the same level when pressed in.
REINFORCED TILES	These tiles are unbreakable. Honestly.
SLOPED TILES	Blob will bounce at an angle when he lands on these tiles. If he tries to stand still on one he will roll sideways.
ARROW TILES	These tiles point Blob in the right direction. Honestly.
FLASHING TILES	A flashing tile is a teleport to another tile on the same level.
GLUE TILES	These slow Blob down when he lands on them.
SHOOTER TILES	These shoot balls. Ouch! And they hurt.
FAN TILES	A brown fan blows a column of air on which Blob can hover. However, a yellow tile sucks blob down at high speed.
THRUSTER TILES	I can fly! Land on one of these, and the fire button makes Blob accelerate upwards.
ANTI-GRAVITY TILES	Blob becomes weightless when he hits one of these, making him drift gently in the direction he's moving.
REVERSE TILES	Blob falls up instead of down.
LOW GRAVITY TILES	These enable very big jumps.
BREAK TILES	Limits Blob's falling speed.
THRUST TILES	Toggles the joystick control between normal and sensitive.
EXIT TILE	This is the end of the current level. Just touch it to activate. Honest.
MYSTERY TILES	These could be good or bad, but let's face it, if it was labelled WET PAINT, you'd still land on it, wouldn't you?
COLLECTABLE TILES	Whaddya think? Yep, these must be collected to complete certain levels.
MESSAGE TILES	Gives a hint or a level password – which is more than you're going to get out of us.

THE SCREEN LAYOUT

Around the screen is all the information you need to know (except the winner of next week's 3 o'clock at Kempton):

- **The expression on Blob's face tells you if he is unwell.**
- **Top right is the number of lives remaining. (Pah! If you need them.)**
- **Middle right is the number of spods to collect on the level.**
- **Bottom right is the health bar.**
- **Bottom left is a time bar – when time is short, a ticking noise is heard.**
- **Top right is the score.**
- **A flag – if present, this indicates a shocking bout of wind.**
- **A countdown number shows how long the effect of a collected artifact or tile will last.**

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QUAKE

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YOUR TOP 100

The votes are in! Let the PC's 100 most popular games be revealed!

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August issue on sale now

TRUE STORIES

Sweltering in the now sub-tropical region of Bath we sift and pore over reams of information, selecting only that which is relevant.

HUMANS 3: EVOLUTION – LOST IN TIME...

Well, it's news to us anyway. The third instalment arrives...

Runs On: A1200
Publisher: Gametek
Authors: In-house
Price: TBA
ETA: Soon

It's jolly perplexing isn't it? Hopefully I'll know what to do by next month.
I don't know what he did to me but it certainly stings.
01 54
A viking falls through the air. 3,000 years ago.
02 55

AMIGA POWER PREVIEW

We've never been great fans of this series of *Lemmings*-like puzzle games, which is perhaps one of the reasons that Gametek 'forgot' to send us this one for review. Whatever the reason, we came across a copy of it in Electronic Boutique (why oh why did they call it that?) the other day and this is really just a news piece to tell you that we'll be reviewing it next month. SO DON'T BUY IT UNTIL THEN.

What we've seen of this new sequel actually looks quite promising with you commanding a ragged collection of great humans from across time (Confucius, Robin Hood, Ram Tut – all the usual suspects) in a bid to save the world or something. Basically, you are presented with a puzzle level and must instruct your characters to perform various tasks in order to defeat it. Each character has his own special talent (Robin Hood can fire a bow, for instance and Ram Tut can sand dance, whatever use that might be) and by the judicious application of these talents you will advance. To the next level. The cute graphics are still there, as are the puzzles. We will tell you all next issue.

● *STEVE FARAGHER*

SELF BOOTING

Go on then. You're so clever. Make your own games.

With the notable drop off in commercial game releases it may well be time to start looking for an alternative way of getting hold of new ones. What BPM promotions hope you'll do is design them yourself using their *Reality Software Construction Kit*. To show off how well it works (and presumably to try and make some cash) they're selling eight games created by the kit for just £12.50. We've had a good hard look at them and have to tell you that they're not really very good, although we did quite enjoy at least two of them. And £12.50 isn't much. And if that doesn't sound enticing then you can also get hold of a free demo disk of the Reality Kit which Amiga Format tell us they're very impressed with and hope to feature on a coverdisk sometime soon. Both games and demo are only available through mail order from BPM Promotions at 8 Magnolia Park, Dunmurry, Belfast BT17 0DS. The games are compatible with ALL Amigas.

The execrable Charlie Chimp features in this collection of games. Although we quite enjoyed the poker sim.

MYSTERY PRESS RELEASE CORNER

Adidas Eye Protection

If you're of a suspicious nature you might reckon that Mystery Press Release corner is a bit of a con. "Aha," you say to yourself. "AMIGA POWER is published by Future Publishing who have loads of different mags. I bet they just go around other people's offices and PRETEND they get sent missives from James Goldsmith or details of the latest Virtual Reality helmets." You'd be wrong of course. It must unfortunately be the case that someone, somewhere is paid to find people to send press releases to, and its our bet that they get paid piece work. That is to say that for every address they find they get some money. So they don't care whether the recipient is relevant to the press release or not, just so long as it looks like it MIGHT be a justifiable address. This would certainly help to explain this month's unusual collection. We've heard from Sir James again (he kindly sent us the text of his speech to The Federation of Small Business, bless 'im) and we've been invited to two parties in London celebrating PC games releases (whoopee). We've been told that Johnny Mnemonic is coming out on video (DO NOT rent it, it is tripe). And we've also been introduced to the new range of Adidas eye protection as you can see here. The world gets stranger every time it spins around.

You too can look as much of a prat as this poor, unfortunate model. But remember, he gets PAID to make a fool of himself.

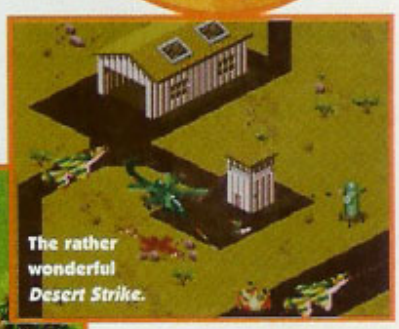
GENEROSITY UNBOUNDED

Softies go soft and offer a pretty good deal.

Budget software publishers The Hit Squad have teamed up with Electronics Boutique (surely they could have thought of a better name) for the whole of July to offer a 'fantastically marvellous deal' (it says here) letting you get three Amiga classics for £20. Games on offer include *Desert Strike, Syndicate, Dune 2, Player Manager 2* and *Cannon Fodder* so it may actually be worth making the journey to your nearest store. Assuming you bought this magazine as soon as it came out, you should have a week left.

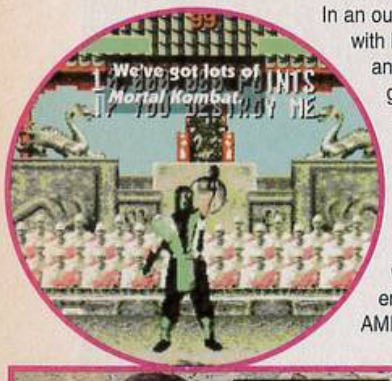
Dune 2. **It is the finest wargame on the Amiga ever.**

Look, that hut's got lumps growing on it.

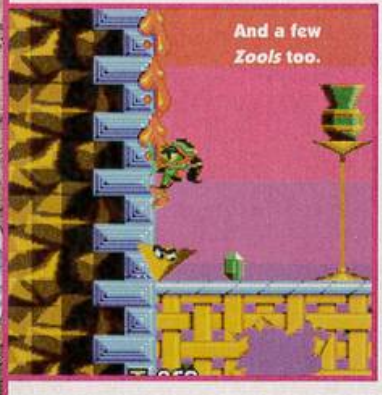


The rather wonderful *Desert Strike.*

WIN! WIN! WIN!



In an outrageous fit of generosity (nothing to do with having to move into Amiga Format's office and hence have less space), we've decided to give away LOTS OF THINGS. There're AMIGA POWER sweatshirts, games galore and all sorts of magazines and other stuff that we no longer have the space to store. If you'd like to win an envelope stuffed with interesting things just write in and tell us why you deserve it. The best five letters will win (Win! WIN!) the prizes. Send your entries to Son of Sack of Cack Compo, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW before August 31st. And remember, the editor's decision is final and occasionally right.



THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

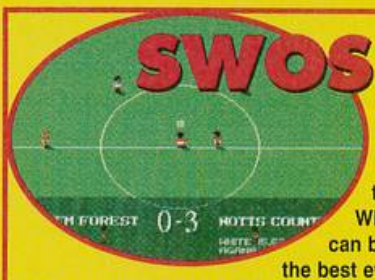
9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

AMIGA POWER RECOMMENDS

These are the games you should buy. If you haven't already, natch.

SWOS 1996



(AP57, 96%)

Is it still our favourite ever Amiga game? Well, read the Top 100 and find out. Whatever our decision you can be assured that this is still the best ever Amiga football game and still stands head and shoulders above the pretty distinguished company it keeps.

ZEEWOLF 2

(AP57, 90%)

Traditionally helicopter games are an excuse for us to try and recreate chopper noises in print. But this time we've decided to just tell you that **this** is a great game and that everything that was wrong with *Zeewolf* has been fixed in this quite marvellous sequel. And we're not saying that because ex-Binary Asylum lad Andy Smith has been helping us out this month.

SLAMTILT

(AP60%, 90%)

The latest in the fantastic run of pinball games from 21st Century. *Slam Tilt* exceeds even the very high standards set by *Pinball Dreams, Fantasies* and *Illusions*. Each of its four tables is a cracker and there's a lively selection of special features and multiball too.

CIVILIZATION

(AP57, 93%)

The most intriguing game you can buy for your Amiga, this'll take up years of your life. It's also well worth getting hold of *Colonization* which is a very similar game but with a completely different and original feel to it. Buy either of these and you'll never feel the need to play Monopoly again.

ALIEN BREED 3D

(AP56, 91%)

Next month. That's when we'll have *Alien Breed 3D 2*. They assure us. And as the assurer is lovable ex-POWER man Steve McGill, we can trust that that is indeed when we will get it. Until then you'll just have to content yourself with replaying this one and trying to kill ALL the monsters on every level. Not easy.

We thought last year's Top 100 would be the last ever. We were wrong. We also think that this year's will be the last ever, and if it is we wonder what we'll all be doing soon. So, if the worst came to the worst, how would we sell ourselves to potential employers?

GAMES

JUST WHO DO WE THINK WE ARE?

STEVE FARAGHER

Our tousle-haired editor looked up from his desk. "What? Oh go away, I'm busy. I'm a VERY IMPORTANT MAN these days you know. I don't have time to waste with all this tomfoolery. Anyway, I'm 'consolidating' the mag again this month and I don't know if we'll have room for Who Do We Think We Are. Now go away and leave me alone," he reiterated and turned back to his work. That lad'll go far.

SUE HUNTLEY

"Well as I'd want to be either physio for Bath Rugby club or a ranger at a safari park (with hippos) I suppose I'd have to point out that after putting up with you lot for LONGER THAN ANY REASONABLE WOMAN COULD BE EXPECTED TO, I could deal with just about anything." She paused for a very necessary breath, and we took the opportunity to beat a hasty retreat to the other side of the room and hide behind our monitors.

JONATHAN DAVIES

"Erm, I don't know how to tell you all this, but I've already got another job," said the steely-eyed ex-editor. We all turned and stared at him in slack-jawed amazement. "Erm, yes. I've been editing PC Gamer magazine for, ooh, about twelve months now. Sorry. I didn't think you'd notice and I've been meaning to get around to telling you but, you know, there just doesn't ever seem to be a right time for that sort of thing. Sorry again."

GIDEON KIBBLEWHITE

Soft-voiced new boy Gideon didn't seem to understand the question. "What do you mean, how would I advertise myself for a job? I 've just got one haven't I? HAVEN'T I?" We didn't say anything. "Look, you assured me that this would be a job for life when I started here last week. Why's everybody laughing at me? What's wrong with you all? Where're the toilets? Where are you all going? Hello? Hello?"

STUART CAMPBELL

"Well obviously I'd be just fine," grinned diminutive Scots anarchist Stuart. "Absolutely hunky-dory, brilliant, super and great," he continued. "With my amazing industry contacts and top international reputation as THE gamesplaying machine, I can't imagine that it would be at all long before the offers of superbly paid jobs with company jets and all the pop I can drink thrown in came flooding." We left him looking forlornly at the phone.

CAM WINSTANLEY

"Specialisation," said Cam intriguingly, "who needs it? Why fill a post with someone who can do a single job well when you can have me doing any number of jobs to a mediocre level? Light aircraft, cars, motorboats, canoes, snowboards, motorbikes – I can handle 'em all. Anecdotes for all occasions? I got 'em. Small piece of knowledge about everything IN THE ENTIRE UNIVERSE? I know one. So what's better – an employee who knows everything about one small thing, or one that knows one small thing about everything? Decide, then employ."

MARTIN AXFORD

"I've also landed a proper job recently," said football-obsessive Martin. "I'm now working on PC Answers, and for that I just had to point out how tirelessly dedicated to the production of superior magazines I am." He stared at us as if daring us to laugh. "And I think having 'mighty being' on my CV probably helped." We resisted the urge to ask how many questions from PCs they got each month and left.

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather be unemployed.

WORLD SOCC

Small world, funny old game.

Runs on: A500, A600, A1200
Authors: Challenge Software
Publisher: Guildhall
Price: £10

When it was announced that England were to stage the European Championships this summer, you could almost hear half the nation crying into their mugs of tea. Dissenting voices voiced their concern that football coverage on television would mean no Coronation Street, Eastenders and Brookside, ironically ruing the day when there would be nothing decent on TV. Conversely, footy fans were ecstatic and rubbed their hands with glee, laughing at the misfortune of those who would prefer to discover which pig Robbie was chasing rather than sing 'Three Lions' for two weeks solid and cheering Tel's white and blue army on to semi-final anti-climax. Which was when the laughter stopped.

Everything suddenly paled into insignificance when Southgate's penalty was saved and while couch potatoes lauded the return of their daily fix of soaps, quiz shows and TV films, footy fans turned in desperation to their Amigas, PCs and next generation consoles, replaying England versus Germany in a futile bid to overturn the result until their eyes and fingers bled. Needless to say without much success.

So now, in a desperate attempt to temper footy fans' disappointment at there being no football on TV until the middle of August, the people's champion AMIGA POWER proudly presents exclusive coverage of a footy game, unearthed from the vaults of Electronic Boutique (what a silly name).

(The trusty Sportsnight theme tune plays while ice-skaters, cricketers, footballers and snooker players use their various pieces of equipment to spell S-P-O-R-T-S-N-I-G-H-T. Cut to studio.)

Des Lynam: "Hi there. Tonight we'll be focussing our attention on a football management sim which could soon be challenging *Premier Manager 3* for title honours... but more of that later. First we've a special treat for our viewers who own Amiga home computers. Alan and Jimmy will be here for their comments later but watching *World of Soccer* for us earlier this evening were... John Motson and Trevor Brooking."

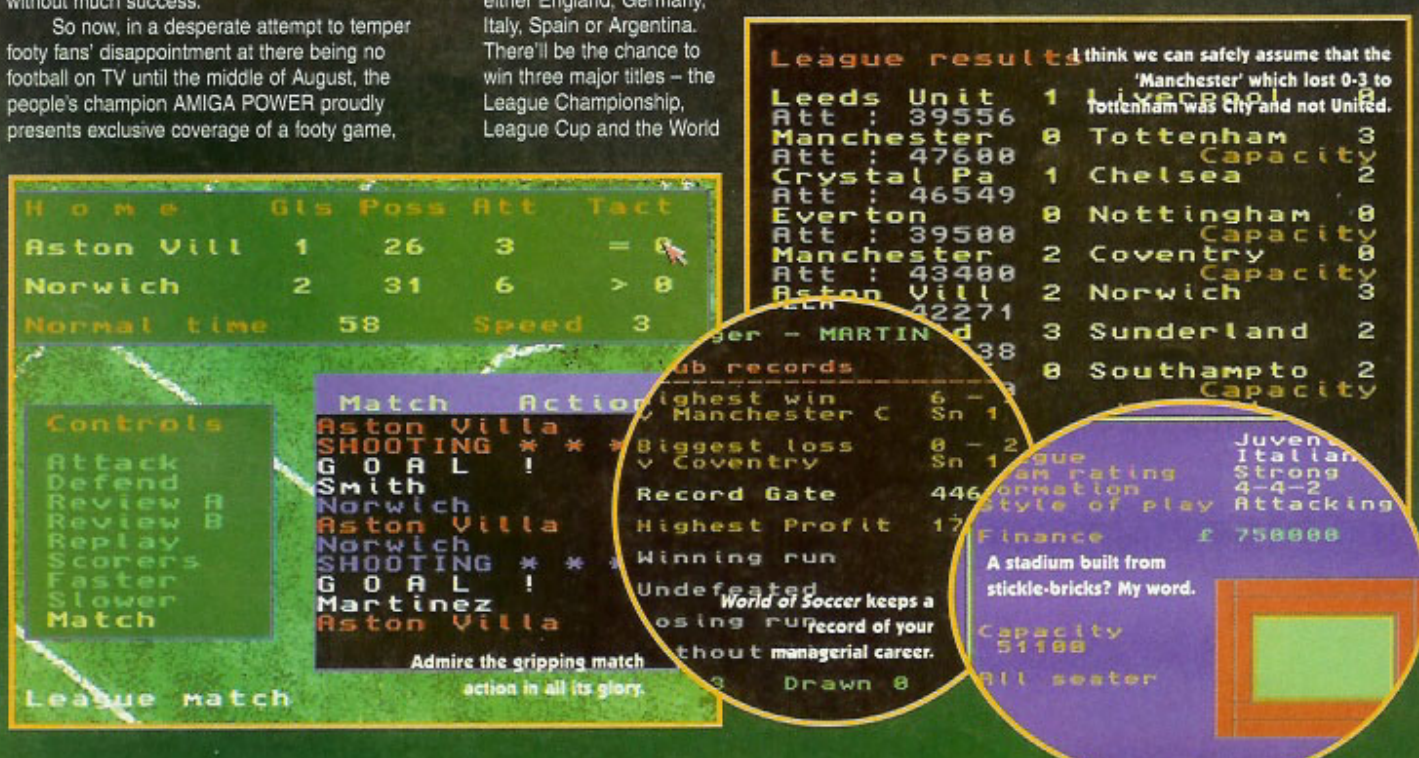
Motty: "Just looking at the box before the game loads up, it looks as though we've a feast of football to look forward to. Featuring 240 clubs from 15 countries, I'm going to be taking responsibility of a club from one of the five Premier Leagues in either England, Germany, Italy, Spain or Argentina. There'll be the chance to win three major titles – the League Championship, League Cup and the World Club Cup – one of which I'm sure has been made up, unless I'm very much mistaken.

"We've just had to click the mouse so kick-off can only be a few seconds away now. Just to reiterate then for the viewers at home, I'll be assuming the position of an 'out of work' and inexperienced manager scanning the vacancies for a club to manage. If successful, my career and reputation will become enhanced which, in turn, will lead to more exciting opportunities such as joining a big club. Failure, however, will result in me being given the sack. Trevor, your thoughts?"

Trevor: "Well, I noticed you mentioned a big club back there. A bit like me old club West Ham. A-ha."

Motty: "Quite. Thanks Trevor. Well, *World of Soccer* has just kicked off and questions are already being asked of my preferred skill level. There are five to choose from, ranging between Novice and World Class, and oh, now I'm being told to choose a club. Sunderland looks good. But they don't want me. Let's try Aston Villa. Hang on , they're prepared to offer me a two-year contract. Trevor?"

Trevor: "Well, that's a turn up for the books. I actually turned down Aston Villa and Sunderland to



OF ER

League table
Hmm, some bum programming has been going on for the league to look like this.
Team W D L F A Pts
1 Liverp 4 0 1 15 6 12
2 Covent 4 0 1 10 4 12
3 Norwic 3 2 0 9 4 11
4 Crysta 3 1 1 10 5 10
5 Manche 3 1 1 11 7 10
6 Totten 2 1 2 12 7 7
7 Sunder 2 1 2 12 9 7
8 Leeds 2 1 2 5 3 7
9 Sheffi 2 1 2 9 13 7
10 Aston 2 0 3 14 12 6
11 Chelse 2 0 3 7 14 6
12 Southa 1 1 3 5 10 4
13 Arsena 1 1 3 4 10 4
14 Everto 1 1 3 3 13 4
15 Nottin 0 3 2 1 4 3
16 anche 1 0 4 8 14 3
RLD OF SOCCER

stay at me old club West Ham. A-ha."

Motty: "Right. Well, things are continuing here at a fair old rate. Now I'm faced with all the players in my squad and I don't recognise any of them! For viewers at home I've been presented with a squad of team members and reserves, each with a description of their position, degree of skill, current form, fitness and their age. Oh, that's good, I can edit all the names of my players. Now apparently if I click on this I can access more data on each player which will assist me with my team selection. Yes, there it is: games played, goals scored, tackling strength, passing ability, potential to improve skill rating, injury record and the list goes on. I'm not convinced yet though, are you Trevor?"

Trevor: "Me old club West Ham."

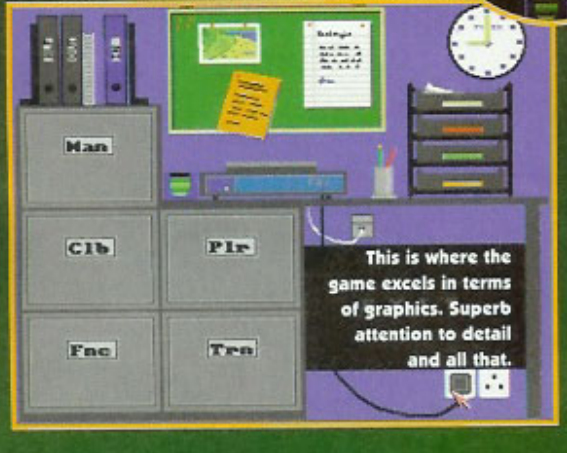
Motty: "Now, let's take a look at my office. Hmm, well there's a filing cabinet and oh dear, an electrical socket in the corner. That could cause a nasty accident. Let's have a look in the cabinet. Well, there's a file on me... heh-heh, perhaps I shouldn't be delving in here. Oh well. There's also a club file, a players file and the club's financial details in this one which allow me to take out bank loans. That would please the wife. Woah, just kidding. And with this last file I can dictate my players' training schedule for each week, choosing whether I get them to concentrate on their fitness or train them in certain areas of the pitch. Hmm. A bit vague, wouldn't you say Trevor?"

Trevor: "Apples and pears."

Motty: "Right, time for a match. Ah, that's interesting – I'm only allowed to make up to four tactical moves during the match, from strengthening the attack or defence to altering the speed with which the match is played. There's a rather fussy method of showing the formation too which isn't very helpful. Still the match commentary is clear enough, if a little basic, and is currently telling me that I'm leading Manchester by three goals to nil. And now it's finished 6-2 which was a bit sudden, and not even particularly enjoyable. Looking at the league table I'm top after one match which bodes well but as Brian Clough once said: "The league isn't a sprint – it's a marathon." Ole Big 'Ead, eh Trevor?"

Trevor: "Dog and bone."

Motty: "We didn't really know what to expect from *World of Soccer* but one thing certainly sticks in the mind – for all its good intentions it seemed to buckle under the pressure once it was asked to provide entertainment. It will be interesting to hear what Alan and Jimmy thought of the game later."



(Back in the studio.)

Des: "Well Alan, what did you make of *World of Soccer's* performance tonight?"

Alan: "I have to be honest, I thought it was bitterly disappointing. It can only be bad news for the Amiga. I mean, what you've got ask yourself is where was the entertainment? If you pay good money you expect to be entertained and as John said, it had a lot of good intentions but it simply can't compete alongside many of the more expensive footy manny games available for fun. For me, I expected to witness something a little more innovative than the lousy gameplay, shoddy graphics and downright pathetic piece of software than was out there on display tonight. "

Des: "What about you Jimmy?"

Jimmy: "Well, like Alan said, it was a desperate attempt to fool people into thinking it's worth buying."

Des: "And marks out of 100?"

Alan: "Eleven. There's no excuse for this sort of thing."

Jimmy: "Not wishing to be too controversial, ten and a half."

Des: "Heh-heh, thank you gentlemen."

● *MARTIN AXFORD*

UPPERS Motty: "Despite its simplistic approach to the beautiful game, its selection of features seem almost endearing. And they work too, which is an unexpected plus. But..."

DOWNERS Alan: "Nothing can compensate for the poor graphics, diabolically dull gameplay and lack of innovative ideas."

THE BOTTOM LINE

Trevor: "Pony and trap."

11 PERCENT

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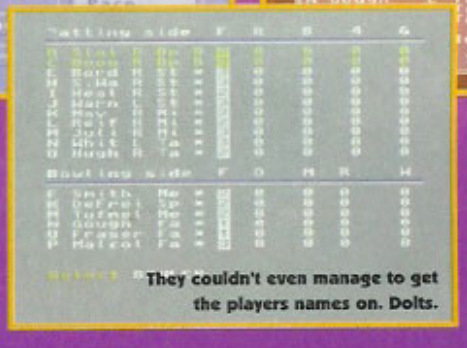
INTERNATIONAL ONE DAY CRICKET

Runs on: A500, A600, A1200
Publisher: Guildhall Leisure
Authors: Challenge
Price: £10
Release: Out now

This game's a bore draw.



Do you know that feeling when, as soon as a title screen comes up, you think to yourself: "Oh, dear, oh dear; this really is going to be crap"? Well then. Have some sympathy for this poor reviewer, because *International One Day Cricket* is every bit as bad as I feared it might be – and I endured its brain numbing tedium just so you won't have to as well.

The game is very similar to its partner-in-crime, *Test Match Cricket* (reviewed in issue 60). In both games, the player takes the captain's role and has to make all the vital decisions which are necessary to steer a side to victory. *Test Match* was an utterly awful affair, and if you think the one day version must surely be more exciting – you'd be wrong.

Once past the title page you face a number of options pages where you pick your side, and stuff. This is notable for the fact that you must play six bowlers (a strange tactic, I would have thought), and for the glaring red background which no amount of monitor adjustment eases – this game will make your eyes hurt, as well as your head. And then there's the graphics. As you can see they make the game look like some early Spectrum job typed in from a magazine.

GLOVES OFF

Having done all the preparatory nonsense, you play a match. Errr, I think. You see, you don't really "play", at all, really. You just stare at the screen in boredom, stabbing the C button to bowl or face another ball. Any drama going on out on the pitch is certainly not translated to the screen. Sure, you can juggle your bowlers or your fielders around, or make your batsman more aggressive or defensive, but the whole charade is so uninteresting that any attempt to liven things up is futile. In theory, a match played out to the finish might have an exciting ending, but I can't see it, somehow. Few people in their right minds are likely to be able to cope with the mental strain of completing such a tortuous exercise.

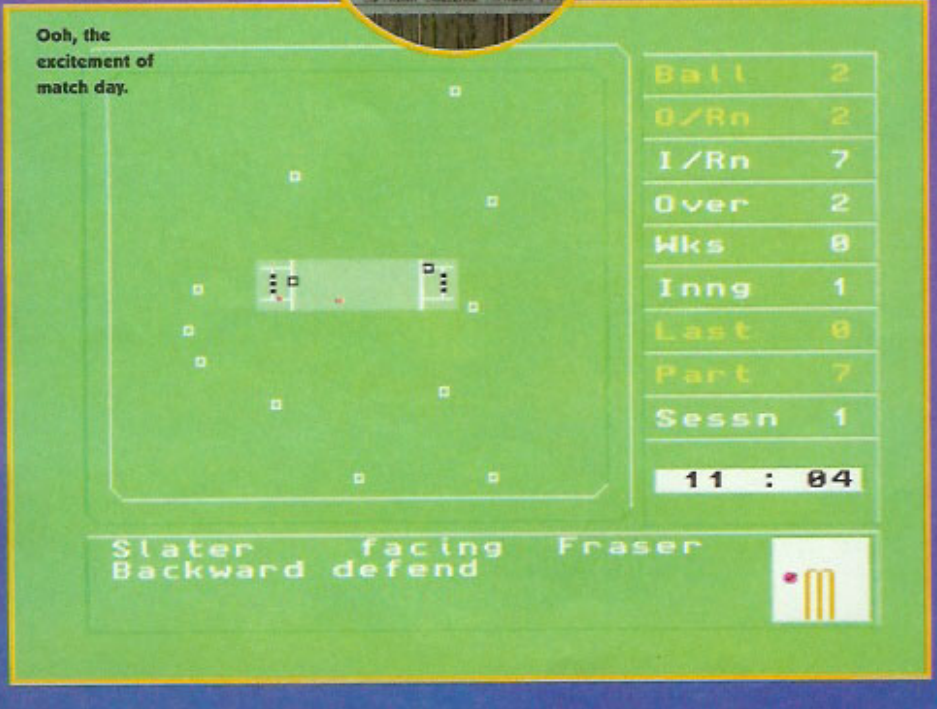
We gave the by far superior *Battle for the Ashes* to you for free last month, anyway, so there is absolutely no reason to spend your hard-earned cash on *International One Day Cricket*.

There is no comparison between the two, really. Personally, I'd much rather have the illusion of playing cricket rather than watching it on teletext. Cricket is a slow game, at the best of times, but this game actually succeeds in making it seem even more boring.

Maybe a cricket game based purely on strategy is asking too much. I mean, what can a player do in such a game? Very little. What can you do to make such a game more exciting, without actually putting bat on ball? Very little. No one wants to sit in front of a screen twiddling their thumbs. I don't. I'd rather watch cricket, for goodness sake! So while there are more than enough tables, match statistics, and averages, there is simply not enough excitement. There's not even any crowd noise, which would at least help to generate some sort of atmosphere. Maybe a beer tent would help. Or a couple of streakers, even. Anything to relieve the boredom.

The box states proudly that we can experience all the tension and drama of real one day cricket with this game. Mmmm. There must a few software executives wandering around with extremely long noses.

● *GIDEON KIBBLEWHITE*



UPPERS I can honestly think of no redeeming features for this game whatsoever. It would, though, make an ideal gift for someone you don't particularly like.

DOWNERS It's a bad idea, cheaply done. Very few sports strategy games (including most football management efforts) can replace the excitement of the game itself. This one certainly doesn't.

THE BOTTOM LINE
Hell is *International One Day Cricket*. Do not buy it, do not even go near it. You might catch something nasty.

3 PERCENT

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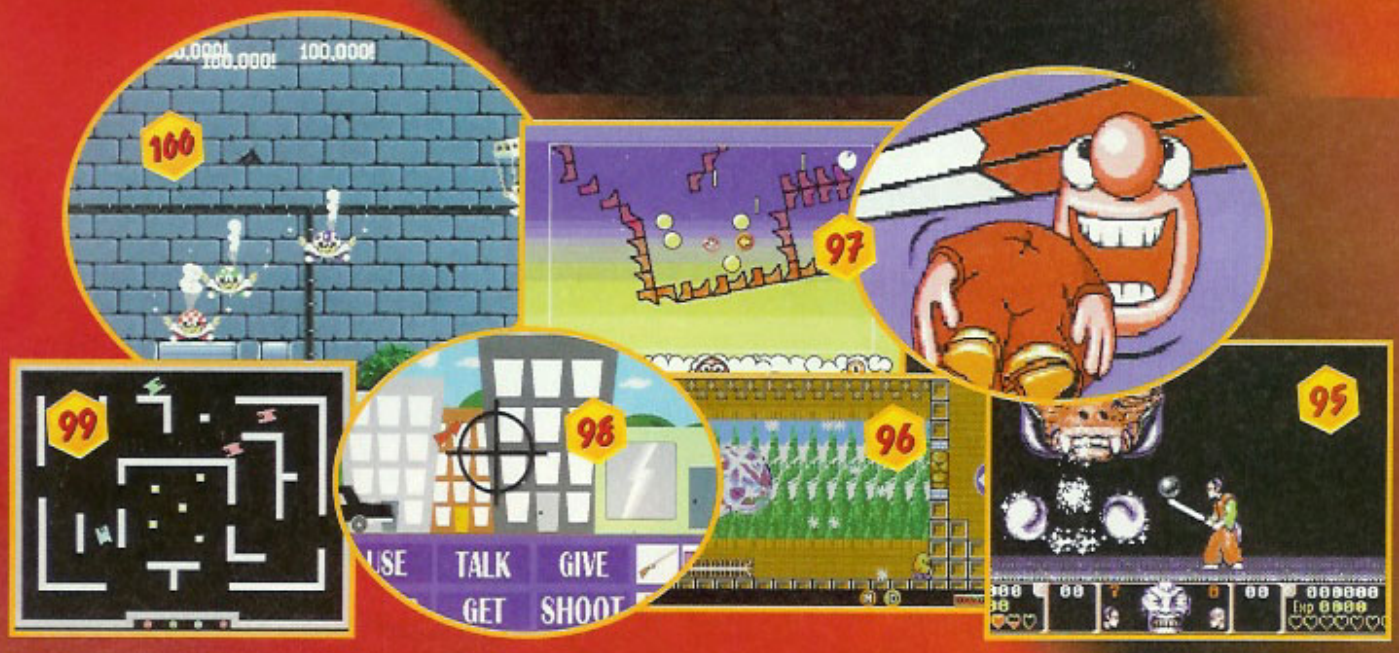
FA

POWER COMPUTING LTD 44A/B STANLEY ST. BEDFORD MK41 7RW

Last month, at a secret location in Bath, England, some of the greatest computer games experts in the world were assembled together to debate the burning issue of our time. So just what was the greatest Amiga game of all time? And what were the 99 others that were also very good but not as good? And how should they be ranked? Chew on your nails no longer. Turn over the page and begin...

THE ULTIMATE AMIGA POWER ALL-TIME TOP 100*

*And this time in REVERSE ORDER.



100 BASE JUMPERS

NE (Rasputin)

Pleasing four player platform dash up buildings followed by tremendous freefall battles down them. A party favourite.

99 TANKKK

NE (PD)

Multi-player mazey wandering with tanks (of course) and big guns. Bounce the shots of the wall to disable your friends. In real life too.

98 KILL THE PRES

RE (Anco)

Who says the point-and-click adventure has had its day? Assassination and cross-dressing prove that this oldie's still a goldie.

97 BOB'S BAD DAY

82 (The Dome/ Psygnosis)

Headache-inducing arcade puzzler featuring a head (and later, a torso) spinning round coin filled levels. Quite a bit like the bonus levels from *Sonic*.

96 NEW ZEALAND STORY

RE (Hit Squad)

Amiable and twee platformer capable of traumatising small children through its graphic depiction of the central character – a fluffy kiwi – sinking and drowning. And the music – like, wow.

95 SECOND SAMURAI

79 (Vivid Image)

"My sword!" cries the tremendously well animated hero of this platform beat-'em-up. And so does his (near) identical partner as they hack, blast, leap and jetpack their way through the adventuresome lair of evil.

94 F-29 RETALIATOR

66 (Ocean)

Possibly the only truly great jet flight sim on the Amiga, packing the targets and flying enemies into such a small acreage that you're bound to get into some action almost straight away. Woopee!

93 PROJECTYLE

RE (Electronic Arts)

With its incredibly fast action and its undeniably enjoyable multi-player mode this game's back in fashion.

92 BUBBLE & SQUEAK A500

71 (Audiogenic)

The A500 version of this buddysome platform puzzler gets in because of the changes WE INSISTED ON that improved the original A1200 version. Occasionally people listen to AP, and the whole world profits when they do.

91 ELITE

64 (Firebird)

Despite numerous attempts to make it bigger, bolder and better, the grandad seminal space trading game is still the best, despite being older than all of us. Put together.

90 R-TYPE 2

65 (Activision)

If there's only one space in your cupboard for a ruthless frantic horizontally scrolling shoot-'em-up, then it's got to be this one, power ups included. Tokenism? No way.

89 PREMIER MANAGER 3

86 (Gremlin)

The most comprehensive footie mannie sim of them all, this one has all the options you could want. And a few more besides.

88 APIDYA

98 (Team 17)

If there's only one space in your cupboard for a ruthless frantic horizontally scrolling shoot-'em-up with insects, wasps, drone beetles and snails, then it's got to be this one. Tokenism? We told you so.

87 VIRUS
56 (Firebird)

Zeewolf has a mum and a dad in *Desert Strike* and *Virus*. It's the game that launched the Acorn Electron and also has one of the hardest control systems of all time.

86 DESERT STRIKE
58 (Electronic Arts)

Compared to Gulf War Syndrome and the plight of the Kurds, the gung-ho antics of man and helicopter in perfect harmony must surely be the only good thing to come out of the invasion and subsequent re-taking of Kuwait.

85 SWITCHBLADE 2
RE (Gremlin)

Back in the days that computer game success was measured by how much like an arcade game they were, people frequently stopped and gasped "My, isn't *Switchblade 2* just like an arcade game." Often in the street, to complete strangers.

84 BENEATH A STEEL SKY
72 (Virgin)

Comic book hero Dave Gibbons' input makes this a visual treat, and the story of future outlander returning to the big city provides enough intrigues to push you through the huge stack of disks that this comes on. Also available on CD with a bland talky track.

83 LLAMATRON
44 (Jeff Minter)

It's *Robotron* – but with Llamas! The pleasantly deranged hippy mind of Jeff Minter provides more action per minute and more baddies per screen than any game before or since. And it's only shareware too.

82 WORLD CLASS RUGBY
NE (Domark)

A rugby simulation? Why that's the last thing we expected to be any good. And yet it is. Very good, in fact.

81 ARCADE POOL
NE (Team 17)

Simplicity is the key to *Arcade Pool*, with a top-down view and zippy control system you can get into straight away. It was also released for a shockingly sensible tenner, but the idea sadly never caught on.

80 SOCCER KID
RE (Core)

Core did a long list of platform games with hardly any platforms, where you just ran from one end to the other and avoided the baddies. This is their finest, and also the only one to feature trick shots with a football. Hence the name. Obviously.

79 SWIV
91 (Sales Curve)

Homage MUST BE PAID to the vertically scrolling shoot-'em-up, and there are few better than this curious tank/ helicopter old bloke of a game. Those that are better? Read on, friends.

78 KLAX
73 (Domark)

As we say every year, Sue described this as *Tetris* – only with a conveyor belt and wheelbarrow. We concur.

77 LASER SQUAD
RE (Buzz)

If Angus Deayton is the thinking woman's crumpet, then *Laser Squad* is the thinking man's combat game, where points mean movements mean the difference between life or death.

76 PACMANIA
81 (Grandslam)

Just when everyone thought that *Pacman* had died a death (ie just after someone pointed out that *Ms Pacman* was just *Pacman* with a ribbon) along came Pacman in 3D, where you could jump over the ghosts.

75 LAMB AM CHAL

59 (Titus)

Or to use the full name, *Lamborghini American Challenge*, only said like this it doesn't sound like you can order it from a Chinese take away. Oh, yeah, it's a racing game, of the "zoom into the screen" variety.

74 BOSTON BOMB CLUB

80 (Silmarils)

Real time, turn of the century gentlemen's club antics involving a converted snooker table full of movable tracks, bombs slowly rolling down them, buckets of water to roll them into and annoying spectators (with babies) who block your view.

73 HUNTER

78 (Activision)

The original. The one. The only. There exists in this universe a single polygon viewed, 3D, totally immersive environment bloke sim, where you can enter all the buildings and drive all the vehicles. And this is it. Virtual reality started here.

72 HARLEQUIN

RE (Gremlin)

A platform game that's well thought out, exciting and varied, with loads of pitfalls and pleasures, and great graphics too. You see, they can be done, even if the moron programmers of the world fail most times.

71 THEME PARK

48 (Bullfrog/ Electronic Arts)

Prolonged playing of Sim City – but in a fairground, shows that it all gets a bit samey, but for the first two months it's awesome, and that's before you unlock the *Syndicate* tie-in hidden game *Sinister Theme Park*.

70 BLOODNET

NE (Gametek)

Cyberpunk vampire point-and-click thriller with loads of killing, occasional profanity and a tremendously free-form story structure that lets you wander around and find your own solution. More or less.

69 TOTAL FOOTBALL

NE (Domark)

Somebody tried to cross *FIFA* with *Sensible Soccer*? Ha ha ha. How we laughed in the office. Until we actually saw this very neatly designed game and shut up.

68 FLY HARDER AMIGA VERSION

88 (Krisalis)

Revamped version of *Thrust*, where you move ultra-heavy steel balls around with a spaceship buffeted by THE IMMUTABLE LAWS OF PHYSICS. The CD32 version used UP TO THRUST. Ghnnnfff.

67 LOTUS 1

RE (Gremlin)

A racing game.

66 F1

18 (Domark)

Some might argue THE racing game, with faster than thought acceleration and twisty, turny courses that have to be memorised before you can even entertain thoughts of winning. .

65 IK+

62 (System 3)

One of the original beat-'em-ups that contains the missing element of humour. Novel three way battles and the infamous ability to make your opponent's pants fall down make this a hoot even today.

64 RAILROAD TYCOON

74 (Microprose)

If, as the advert suggests, no Italian kid

ever wanted to be a train driver, then they'd miss out on this *Sim City* – but with a locomotive infrastructure game.

63 BLOB
70 (Core)
It's on the cover of this month's mag. Play it, and try to avoid feeling heartbroken as Blob screams a silent scream and crashes to his inevitable death.

62 LEGENDS
NE (Guildhall)
Excellent level design and a genuine sense of fun make this *Zelda*-esque overhead RPG stand out from a fairly lacklustre crowd. Some people enjoyed making this, and it shows.

61 LIBERATION CD32
47 (Mindscape)
As close to a "Killer Ap" as the CD32 ever got, *Liberation* has you guiding robots through a massive texture-mapped future city to rescue political prisoners. Didn't sell the CD32 of course – although after Commodore's bungled launch, *Quake* couldn't have sold the CD32.

60 SUPER OBLITERATION
97 (David Papworth/ PD)
One of many games discovered by AP, David Papworth's version of *Asteroids* – but with a little bloke has graced our coverdisks twice and it's still great fun, especially played with two joysticks – the Control Method of Champions.

59 KID GLOVES
RE (Millennium)
The Stuart Campbell influence shows this year, with the cover disk demo from AP2 – a platform game complete with ladder ladies, angry women and snakes. Just like real life, in fact.

58 MERCENARY
RE (Novagen)
Released before AMIGA POWER and almost certainly unavailable anywhere any more, it's another Campbell entry for this 3D vector arcade adventure meets flight sim with affair. It's still scarily big though.

57 WAR IN THE GULF
67 (Empire)
The third in Empire's line of virtually identical tank platoon games distinguishes itself by being yellow instead of green (it's the sand, see?) and allowing us to use the "The man responsible for War in the Gulf" joke several times in past issues. Which has pleased us.

56 CARRIER COMMAND
60 (Ocean)
Dated curiosity that's part polygon flight sim and part Pacific type war game, and is complete with landing craft, planes and plenty of island invading action. Still one of the few games to let you effortlessly slip from aircraft to ground craft to sea craft.

55 E-MOTION
RE (US Gold)
Despite Jonathan Nash hating it, this *Asteroids* – but with elastic bands and THE IMMUTABLE LAWS OF PHYSICS has been flitting in and out of the top one hundreds. This year we've decided that we like it.

54 LEMMINGS 2
55 (DMA/ Psygnosis)
The good one.

53 FLASHBACK
61 (US Gold)
Rotoscoped animations of the cool leather jacketed hero, top shooty action and an interesting plot make this platform adventure game heaps better than anything similar, and give it a well deserved spot as a multi-format classic. Vive la France, eh? ➤

Stuart tells Steve which picture of him to use (not this one).

52 K240

31 (Gremlin)

It's *Sim City* – but on asteroids.

51 THE BLUES BROTHERS

RE (Titus)

A platform game. Based on the Blues Brothers. Natch.

50 YO! JOE!

RE (Hudson Soft)

Exciting to look at and exciting to play, and just how many other two-player platform games can you name that arm the (admittedly unfortunately bandana wearing) heroes with chainsaws and fire bombs? Exactly.

49 WALKER

32 (DMA/ Psygnosis)

Merciless mechanical death and gratuitous maimage has a name, and that name is *Walker* – a time-travelling robotic machine spitting death from twin cannons. On an A1200, the carnage is supplemented by some incredible radio chatter too.

48 SUPER HANG ON

53 (US Gold)

A racing game. On a motorbike.

47 DEFENDER

23 (Acid/PD)

Arcade perfect *Defender*, from the Southern Hemisphere lads that brought you *Super Skidmarks* and *Roadkill*.

46 GEM X

77 (Global/DMI)

A simple yet challenging puzzle game where you have to match the active side of the screen with the inactive half by changing the colours of gems. A catch? Of course there's a catch, otherwise it'd be easy, wouldn't it? At least the cute manga girls love you though.

45 SUPER LEAGUE MANAGER

38 (Audiogenic)

At last, a footie mannie sim with a plan on your desk that needs watering. More importantly, it leaves lots to your imagination and doesn't try to blind you with tedious stats.

44 ROADKILL CD32

57 (Vision)

"Rowwwwed Keeyulll!!" drawls the Aussie voice over, as a beautifully rendered, motion-blurred intro unfolds a tale of powerful cars, rockets, mine fields and decapitated drivers. The top down racing game features brilliantly constructed courses (complete with short cuts) AND bonus points for shooting other cars. Get the JACKPOT! Get the SUPER JACKPOT!!!

43 ASTEROIDS

39 (Kris Schulte/PD)

It's *Asteroids*.

42 SABRE TEAM A1200

43 (Krisalis)

Refining the *Laser Squad* game to perfection, you're given a squad of SAS type hard men and various hostage rescue missions based in embassies, jungles and cruise liners. Success depends on good tactics and sensible use of the action points and not, for example, pulling the pin out of a grenade only to find you haven't got enough action points to throw it. As happened to Cam once. Fizz. Boom.

41 GUNSHIP 2000

45 (Microprose)

Huge scale helicopter flight sim featuring loads of advances over anything seen before. The terrain undulates up AND down, allowing you to fly through deep river valleys. And the wingman system lets you send your men on the really tough missions leaving you to complete the turkey shoots and grab all the glory.

40 D/GENERATION

21 (Mindscape)

Yet another old timer, this time perked up by a CD32 release. The isometric graphics look suitably dated, yet this arcade/ puzzle/ adventure game featuring a motorcycle courier pursued around an office block by mechanised defence droids still hits the spot.

39 BANSHEE

51 (Core)

Terrifically intense vertically scrolling shooty game with gorgeous graphics and a magnificent attention to the most minute of details. It's hard even as a two-player game, and the enjoyment is only slightly tainted by the fact that you've got to put in a password to witness the worst excesses of violence, from murdered mums to pole-axed polar bears.

38 TETRIS PRO

41 (PD)

It's *Tetris* – but with a point. Instead of grinding away doing endless lines, you play in rounds to try and colour in the backing picture. And as you do more rounds, you have to complete doubles, then triples to colour in each line. It's a gorgeous version, and we gave you it free on an AP coverdisk.

37 NO SECOND PRIZE

25 (Thalion)

Thalion's storming motor bike racing game uses an incredibly fast polygon engine that looked like it was going to appear in all manner of racing and flying games, but nothing came of it. Instead, this mouse controlled racer was left on its own as living testament to how motor bike games should be done.

36 EMPIRE SOCCER

40 (Graftgold/Empire)

It is *Speedball 2* but in shorts and as fast and flowing a footy game as you'll ever come across. Try the banana shot.

35 CAR-VUP

RE (Core)

As cute a wee platformy-type affair as you could ever hope to find combined with splendid, responsive controls and plenty of bonuses.

34 SUPER FOUL EGG

NE (Michael & David Hay)

Yet another game presented by us, to you, because we care THAT MUCH. In response to our demands that someone do a version of *Super Puyu Puyo*, the Hays responded and, after weeks of playtesting (by us) and tweaking (by them), it emerged on AP58. Lay your foul eggs in your opponent's mouth, and to the victor the spoils.

33 SIM CITY

35 (Maxis)

It's *Sim City* – only nothing. It's *Sim City*. Just that.

32 HEAD OVER HEELS

24 (Ocean)

Looking far too much like a typical isometric ZX Spectrum game to hide the fact that it's a conversion of a Spectrum game, it's a great example of the sort of fun puzzly arcade adventures that people don't make any more.

31 WIZKID

RE (Ocean)

Too odd to even begin to explain, it's sort of a platform game, but then again it's sort of many other types of game too. Old, bold, and sadly never to be repeated.

30 OVERKILL

29 (Acid/Vision)

Little more than *Defender* – only with better graphics, *Overkill* excels in providing more viscera per second than the average George Romero zombie movie. Organic alien ships explode in a ripe water melon injected with jelly ➤

sort of a way, and when your ship is hit, it ditches and destructs on the deck, but only after the pilot's scrambled to safety.

29 STUNT CAR RACER

26 (Kixx)

You're in a fast car. The car's racing against another car. Both cars are on an impressively tall and scary rollercoaster with bumpy bits and huge jumps. Get the speed wrong, you're off. Hit the bumpy bits, you're off. Lose the race into a corner and jostle with the opponent, you're off. As a one player game, it'll always be smart; as a null-modem linked game, it's incredible. All hail Sir Geoff Crammond.

28 JETSTRIKE CD32

28 (Rasputin)

Fiddly, amateurish, half-baked, anally retentive, obsessive, poorly produced and silly. These all apply to *Jetstrike*. So why's it so fun then? Is it the world's largest explosions, the splashes in the water, the inane radio chatter and the bonkers missions? Is it because you can be abducted by aliens? Or because you can fly anything from a jet fighter/bomber to a hang glider? We have no idea.

27 F1GP

34 (Microprose)

Sir Geoff Crammond's final word in Formula One racing games. You can tweak it, modify it and nibble its ear lobes until it's exactly the game you want. And then you can play it forever. And a day.

26 SUPER STARDUST

20 (Bloodhouse/Team 17)

Asteroids – only with bizarre monsters as well as rocks, beautiful rendered graphics and THAT tunnel section.

25 SETTLERS

19 (Blue Byte)

It's *Sim City* meets *Populous*, with some fiercely cute characters wandering round your settlement, toting bails and lifting barrels and that sort of thing.

24 SUPER SKIDMARKS

37 (Acid)

The only Amiga game capable of being played in Superpanavision™ across two monitors. The only Amiga game to have an eight-player option. The only Amiga game to feature cows on wheels. The only Amiga game remotely like The Italian Job. The statistics speak for themselves.

23 PINBALL ILLUSIONS

10 (Digital Illusions/21st Century)

Pinball games from 21st Century just keep getting better, explaining why this one's been shunted down the listings by their newer game.

22 SUPER TENNIS CHAMPS

NE (Audiogenic)

And again, it's a game that came about directly because of AMIGA POWER. The full game here is little more than a souped-up version of the game we bought off a young programmer and put on the coverdisk of AP. Great as either a one- or two-player game (although curiously there aren't any female players). It's the game that made at least three issues go to the printer late.

21 DUNE 2

16 (Westwood/Virgin)

Ask a PC owner about *Command & Conquer* and they'll get ever so excited, yet *C&C* is little more than a graphically advanced version of this, the finest realtime wargame ever to appear on the Amiga.

20 SHADOW FIGHTER

11 (Gremlin)

Stealing all the best bits from all other

beat-'em-ups (instead of, for example, paying billions for a licence and slavishly attempting to mimic the arcade original), two Italian schoolkids succeeded in producing a brilliant Amiga game where teams of highly paid professionals have constantly failed.

19 MONKEY ISLAND 1&2

7 (Lucasarts)

One (or rather two) of the first ever point and click adventure games, the *Monkey Island* games are inseparably funny and entertaining, and have still to be bettered.

18 GLOOM

NE (Acid)

As the *Doom* – but on the Amiga wars hotted up, it looked for a long time like this was going to be the winner. Dropping exploration for all-out blood and bits, *Gloom*'s as intense a video game as you're ever going to play.

17 ZEEWOLF 2

NE (Binary Asylum)

Or, to use its correct title *Zeewolf*, But With All the Problems From The First Game Corrected. Helicopters, explosions, bullets splashing into the water and domes prove that most of computer gaming's best ideas come out of the Amiga. And you can switch vehicles.

16 RODLAND

27 (Sales Curve)

Hard-to-describe sickly sweet platform combat game where colourful gonk type characters maim and kill weeping sharks and smirking flour sacks by battering them to death with magic rods and "special" ladders. Quite.

15 RAINBOW ISLANDS

30 (Ocean)

Hard-to-describe sickly sweet platform combat game where colourful characters in dungarees maim and kill cute and lovable characters by ensnaring them in pretty rainbows until they explode. Quite.

14 MICRO MACHINES

6 (Codemasters)

Time, it would seem, stood still in the top-down racing game genre seconds after *Micro Machines* was released. And then it ran backwards, ensuring that all subsequent releases of similar games have been far, far worse than this truly exciting toy-tussling two-player crash fest.

13 SLAM TILT

NE (21st Century)

Mention pinball games for the Amiga, and you're really just talking about 21st Century, who pulled out all the stops last year to produce a small number of perfectly formed tables that shine out of the screen in all the A1200, coat of many colours glory. It's a pinball game. So now you know.

12 ALIEN BREED 3D

NE (Team 17)

And the undisputed winner of the *Doom* – but on the Amiga crown is... Stopping the inexplicable slide of the Alien Breed games from the excellent *'92* edition to the dreadful *Tower Assault*, *Breed 3D* restored our faith that running round gloomy corridors with guns can be fun. From the technical achievement of getting it to run so quickly through to the impressive array of detailed aliens and sheer scale of the explosions, everything (apart from the dire head to head game) is a colossal triumph.

11 THE CHAOS ENGINE

22 (Bitmap Brothers/Renegade)

Maybe it's the brass and iron riveted steampunk setting, perhaps it's the fact that in a one-player mode, the computer controlled team mate acts like a human rather than some slavish mindless drone, or possibly it's just that the resonating voice booming "Node activated" is just so pleasing. Whatever the reason, we're confident that we'll still be playing this souped-up *Gauntlet* game on our death beds. ➤

10 KNIGHTS OF THE SKY

9 (Microprose)

Close runner-up in the *Doom* – but on the Amiga compo was this WW1 flight sim. Not only does it enable single players to slaughter poorly trained enemies, strafe their trucks and drop bombs on their towns, but it allows two players to go head to head on linked Amigas, blasting little bits off each other's planes until they're forced to taxi around the ground propelled by misfiring engines. Despite its age, *KOTS* marks the pinnacle of aviation combat on the Amiga.

9 SPEEDBALL 2

12 (Bitmap Brothers/ Renegade)

Euro '96 has just finished, and if ever the world needed a showcase for soccer's failings, this was it. How many games finished in nil-nil draws? Too many. What football really needs is more than one way to score points, by lighting stars on the sides, or maiming opponents, or maybe by boosting your goal points by hitting a multiplier ramp. And getting rid of throw-ins by building a wall around the pitch would be cool too. What football needs... is to be more like *Speedball 2*.

8 EXILE

36 (Audiogenic)

The release last year of a graphically polished A1200 version of *Exile* made us look back to the original and play it a bit more, and do you know what? We liked it, far more than the new version (which, with its enlarged graphics, features a much smaller visible playing area) and far more than we did the last time we did a Top 100. It's a graphic adventure with a jetpack, dispelling all that usual "It's a skull" rubbish with visual problems to solve. With real physics, and a single mammoth playing area to contend with, probably less than 17 people have ever finished it, but this tarnishes the pleasure not in the slightest.

7 SYNDICATE

8 (Bullfrog/Electronic Arts)

This is the Jeffrey Dahmer of games, killing innocent and deserving alike with no more emotional angst-spend than you'd burn up tearing open a packet of peanuts. One half of it's *Sim Cyborg* – with you raising corporate taxes over your future proles to spend on technological advances and bigger guns. But it's the gloomy, restricted palette isometric view of future cities that are the guts of the game, commanding teams of cyborgs with mini-guns to shoot women, policemen and children in your quest for world domination. Amorality IS *Syndicate*.

6 CANNON FODDER

4 (Sensible/ Virgin)

It's *Sensible Soccer*, only with rockets, guns, grenades, machine guns, spikes to impale the unwary, quicksand to suck down the clumsy and igloos whose tops fly off when you blow them up. So not much like *Sensi* at all really, even though the view's the same. Complete with the obligatory Sensible intro song (this time promoting the theme that "War's never been so much fun", the simple point and click mouse control system eases you into some of the most hard-core killage ever seen in video games. You can even shoot your wounded mates to put them out of their misery – it's that good a game.

5 DYNABLASTER

5 (Ubi Soft)

Almost completely unavailable anywhere in the Amiga universe, the concept of multiple players dropping bombs around a shared maze lives on successfully in most other video game formats. Five player (two on joysticks, two on joysticks through the copy protection dongle and one on keyboard) blast their way through bricks towards each other, picking up power-ups that increase the blast radius until, inevitably, people start to die. Why this idea has never replaced Going For Gold with Matthew Kelly is a mystery to us all.

4 COLONISATION

NE (Microprose)

Replacing *Civilisation* in these listings entirely, *Colonisation* sets you up as a founding father of the New World, with all the responsibilities that entails. Kill the natives or barter with them? Pay your taxes to the king, or tell him to stuff his pesky Empire, and risk the wrath of an invading army? Buy wheat or buy cannons? The epic scale of the game guarantees game times in days rather than hours, as well as arcade fans sneering over your shoulder and asking when anything will happen. Their loss.

3 GUARDIAN

3 (Acid)

Think *Pacman* in three dimensions and you've got *Pacmania*. Think seminal you-blink-you-die arcade sensation *Defender* in 3D, and you're into the difficult yet rewarding universe of *Guardian*. Due to the universe contracting towards the Big Crunch, friends and enemies are packed together, forcing you to protect your ground forces by killing everything that moves which makes it the perfect background story to a shoot-'em-up, as even when you win, you'll lose. Polygon graphics and user-definable viewpoints let you see the battleground any way you want to, and the remarkable flip manoeuvre to take out baddies on your tail is merely the icing on the cake. Available also on the A1200, it's still worth buying a CD32 to play just this.

2 GRAVITY POWER

2 (Jens Andersson & Jan Kronqvist)

Admittedly, last year's number 2 was *Gravity Force 2*, and indeed it deserved to be there. This time, however, the best combat game on the Amiga has got better, thanks mainly to us. After a year of slavishly locking horns via a null-modem cable (our set-up of choice) and bombing, swooping and shooting each other in one of many fiendish cave settings, we wanted more, and set Jens and Jan the task of including all the things we wanted to see, from command-detonated bombs to self-destructing homing missiles. That a game written by a couple of Swedish school kids should be rated so highly might be mistaken by our enemies as deliberate eccentricity on our behalf, but no. Genius is a state of mind, not of development and advertising spend. As the producers of *Rise of the Robots* undoubtedly found out the hard way.

1 SWOS

1 (Sensible Software)

It took the Romans 400 years, it took the British 100 years and it's taken *Sensible Soccer* just four – to conquer the world. In the July 1992 issue of AMIGA POWER, after months of gossip and rumour, *Sensible Soccer* made its world debut. Stalwart Stuart Campbell wrote the review (mentioning in passing the 1992 European Championships which spookily were on at the time) and awarded it 93%, commenting astutely: "This is one of the Amiga's top three games of all time." Smart lad. *Sensible Soccer* has never left the coveted number one spot in AMIGA POWER's top 100 since.

It's impossible to tell you why *Sensible Soccer's* so brilliant without repeating some of the thousands of accolades that have been poured on it from every source since. So you'll already know about its superb passing mode that lets you recreate free-flowing exciting football. About the clever way you can apply all kinds of aftertouch to your shots in order to defeat the keeper. About the cunning way that keepers, JUST LIKE IN REAL LIFE, are never perfect. About the cleverness of the overhead view that lets you see enough of the pitch to actually control the way your team is playing. About the way it all combines into a glorious whole and transcends the feel you get from any other computer game ever. About the way that even those imperfect human beings who don't like football can become absorbed and engrossed by it. There is no other game with its longevity on the Amiga or any other machine. Even if the Amiga is dead, long live *Sensible Soccer*. ➤

ALL THE ALL-TIME TOP 100S

And so for the completists among you, here's the list of every All-Time Top 100 ever – makes for fascinating reading we're sure you'll agree.

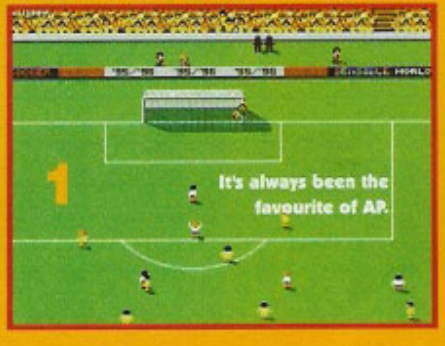
1991	1992	1993	1994	1995	1996
1) Rainbow Islands	Rainbow Islands	Sensible Soccer	Sensible Soccer	Sensible Soccer	Sensible Soccer
2) Lemmings	F1GP	F1GP	Cannon Fodder	Gravity Force 2	Gravity Power
3) Speedball 2	Speedball 2	Dynablaster	Speedball 2	Guardian	Guardian
4) Sim City	Monkey Island 1	Speedball 2	Dynablaster	Cannon Fodder	Colonisation
5) Virus	Sim City	Rainbow Islands	F1GP	Dynablaster	Dynablaster
6) Populous	Mega-lo-Mania	Pinball Fantasies	Rainbow Islands	Micro Machines	Cannon Fodder
7) Kick Off 2	Exile	Exile	Knights of the Sky	Monkey Island 1 & 2	Syndicate
8) Falcon	Populous 2	Lemmings 2	Exile	Syndicate	Exile
9) Indy 500	Knights of the Sky	Knights of the Sky	Syndicate	Knights of the Sky	Speedball 2
10) Stunt Car Racer	Jimmy White's Snooker	Crazy Cars 3	Pinball Fantasies	Pinball Illusions	Knights Of The Sky
11) Pang	Lemmings	Sim City	Apidya	Shadow Fighter	Chaos Engine
12) Prince of Persia	Prince of Persia	Harlequin	Gem'X	Speedball 2	Alien Breed 3D
13) Spindizzy Worlds	Dynablaster	Apidya	Wizkid	Civilization	Slam Tilt
14) Nebulus	First Samurai	Chaos Engine	Dune 2	Putty Squad	Micro Machines
15) Carrier Command	Harlequin	Wizkid	Desert Strike	Zeewolf	Rainbow Islands
16) Dungeon Master	PGA Tour Golf	Gem'X	F1	Dune 2	Rodland
17) Rick Dangerous 2	Ultima 6	Monkey Island 2	Micro Machines	PGA European Tour	Zeewolf 2
18) Ultima 5	Parasol Stars	Archer Maclean's Pool	Hunter	F1	Gloom
19) New Zealand Story	Eye of the Beholder	No Second Prize	Second Samurai	The Settlers	Monkey Island 1 & 2
20) The Sentinel	Another World	History Line 1914-1918	Lemmings 2	Super Stardust	Shadow Fighter
21) Damocles	F15 Strike Eagle 2	John Madden Footbal	Asteroids	D/Generation	Dune 2
22) Paradroid '90	Titus the Fox	Mega-lo-Mania	Gunship 2000	Chaos Engine	Super Tennis Champs
23) Plotting	John Madden Football	IK+	Stardust	Defender	Pinball Illusions
24) Typhoon Thompson	Hunter	Legends of Valour	Rodland	Head Over Heels	Super Skidmarks
25) Laser Squad	Apidya	R-Type 2	Head Over Heels	No Second Prize	Settlers
26) Klax	Blues Brothers	Asteroids	Flashback	Stunt Car Racer	Super Stardust
27) SWIV	Celtic Legends	Head Over Heels	Mortal Kombat	Rodland	F1GP
28) Indy Jones & Last Crusade	Stunt Car Racer	Putty	R-Type 2	Jetstrike CD32	Jetstrike CD32
29) F-19 Stealth Fighter	Pang	Rodland	Chaos Engine	Overkill	Stunt Car Racer
30) E-Motion	Gem'X	Populous 2	Stunt Car Racer	Rainbow Islands	Overkill
31) Captive	Rodland	Blues Brothers	Defender	K240	Wizkid
32) Powermonger	Switchblade 2	Legend	D/Generation	Walker	Head Over Heels
33) Xenon 2	Head Over Heels	Nick Faldo's Golf	Liberation	Pinball Fantasies	Sim City
34) Puzznic	Asteroids	Hunter	Sim City	F1GP	Super Foul Egg
35) Super Off Road	Vroom	Vroom	Overkill	Sim City	Car-Vup
36) F-29 Retaliator	Nebulus	Pang	Seek and Destroy	Exile	Empire Soccer
37) Vaxine	Bubble Bobble	Laser Squad	Yo! Joe!	Super Skidmarks	No Second Prize
38) Interphase	SWIV	Alien 3	The Settlers	Super League Manager	Tetris Pro
39) Castle Master	R-Type 2	Nebulus	Skidmarks	Asteroids	Banshee
40) Car-Vup	IK+	Shanghai	Lamborghini US Challenge	Empire Soccer	D/Generation
41) Super Hang-On	Virus	First Samurai	Blob	Tetris Pro	Gunship 2000
42) Pro Tennis Tour 2	Lotus Turbo 2	Scooby and Scrappy Doo	Beneath a Steel Sky	SWOS	Sabre Team A1200
43) Starglider 2	Kick Off	Bill's Tomato Game	Pang	Sabre Team A1200	Asteroids
44) Shanghai	Chuck Rock	D/Generation	No Second Prize	Llamatron	Roadkill CD32
45) Lotus Turbo 1	Llamatron	Titus the Fox	Sabre Team A1200	Gunship 2000	Super League Manager
46) Operation Stealth	Hamdall	Curse of Enchantia	Archer Maclean's Pool	Bloodnet	Gem X
47) World Class Leaderboard	Realms	Lure of the Temptress	Naughty Ones	Liberation	Defender
48) Arkanoid 2	Klax	Parasol Stars	Putty	Theme Park	Super Hang On
49) Battle Squadron	Shadowlands	Klax	Unidium 2	On the Ball World Cup	Walker
50) Tower of Babel	Microprose Golf	Llamatron	Civilisation	Hired Guns	Yo! Joe!
51) Wings	Puzznic	Pacific Islands	Tetris Pro	Banshee	The Blues Brothers
52) Cadaver	Super Off-Road Racer	Virus	IK+	Fury of the Furries	K240
53) Bubble Bobble	Super Twintris	Body Blows	Pacific Islands	Super Hang-On	Flashback
54) Leisure Suit Larry 3	Cruise For a Corpse	Pinball Dreams	F-29 Retaliator	Lotus Turbo 2	Lemmings 2
55) Archipelagos	Laser Squad	Ultima 6	Blues Brothers	Lemmings 2	E-Motion
56) Helter Skelter	Leander	Projectyle	Bob's Bad Day	Virus	Carrier Command
57) Bombuzal	Paradroid '90	Indy Jones & Fate of Atlantis	Nick Faldo's Golf	Roadkill	War In The Gulf
58) Battle Command	Toki	Walker	History Line 1914-1918	Desert Strike	Mercenary
59) Killing Game Show	Shanghai	Combat Air Patrol	Bubba and Stix	Lamborghini US Challenge	Kid Gloves
60) IK+	Space Crusade	Carrier Command	Ishar 2	Carrier Command	Super Obliteration
61) Warhead	Gods	Darkseed	Scooby and Scrappy Doo	Flashback	Liberation CD32
62) F/A-18 Interceptor	Silent Service 2	E-Motion	Monkey Island 2	IK+	Legends
63) Future Wars	Pacific Islands	Addams Family	SWIV	Populous 2	Blob
64) Nightshift	F/A-18 Interceptor	SWIV	Soccer Kid	Elite	Railroad Tycoon
65) Silkworm	Indy Jones & Last Crusade	Super Twintris	Fury of the Furries	R-Type 2	IK+
66) Midwinter	Robocod	Chuck Rock 2	Lure of the Temptress	F-29 Retaliator	F1
67) Pacmania	Thunderhawk	Spindizzy Worlds	Parasol Stars	Pacific Islands	Lotus 1
68) Kid Gloves	F-29 Retaliator	Stunt Car Racer	Virus	Archer Maclean's Pool	Fly Harder Amiga Version
69) Projectyle	New Zealand Story	Alien Breed '92	Alien Breed 2	Seek and Destroy	Total Football
70) Balance of Power 1990	Man Utd Europe	Anarchy	Nebulus	Blob	Bloodnet
71) Rick Dangerous	Robocop 3	Zool	Hired Guns	Bubble & Squeak A500	Theme Park
72) Loom	Storm Master	Lotus Turbo 1	Lotus Turbo 1	Beneath a Steel Sky	Harlequin
73) Rocket Ranger	The Sentinel	Fire and Ice	E-Motion	Klax	Hunter
74) St Dragon	Rugby: World Cup	Lionheart	Walker	Railroad Tycoon	Boston Bomb Club
75) Elite	Spindizzy Worlds	The Sentinel	Another World	Dune	Lamborghini American Challenge
76) Quartz	E-Motion	Plotting	Pinball Dreams	Battle Isle '93	Pacmania
77) Flood	Indianapolis 500	Lemmings	Tearaway Thomas	Gem X	Laser Squad
78) Buggy Boy	Pinball Dreams	Monster Business	Carrier Command	Hunter	Klax
79) Zany Golf	Plotting	World Class Rugby	R-Type	Second Samurai	Swiv
80) Pipe Mania	Final Fight	Legend of Kyrandia	Populous	Boston Bomb Club	Soccer Kid
81) Total Eclipse	Carrier Command	A-Train	Monster Business	Pacmania	Arcade Pool
82) Dragon Breed	Project-X	Warhead	Llamatron	Bob's Bad Day	World Class Rugby
83) James Pond	Powermonger	Another World	Boston Bomb Club	Aladdin	Llamatron
84) Venus the Fly Trap	Spot	Striker	Kid Gloves	Robocop 3	Beneath A Steel Sky
85) Tetris	Scooby and Scrappy Doo	Puzznic	World Class Rugby	Goblins 3	Switchblade 2
86) TV Sports: Football	Hero Quest	BC Kid	Super Hang-On	Premier Manager 3	Desert Strike
87) Distant Armies	Pro Tennis Tour 2	R-Type	Alien 3	Infocom Collection	Virus
88) Turrican	Projectyle	New Zealand Story	Brutal Sports Football	Fly Harder	Apidya
89) Treasure Trap	Tower of Babel	Super Hang-On	Bug Bomber	Mortal Kombat	Premier Manager 3
90) Batman the Movie	Voltfied	Toki	Zool 2	Pacman	R-Type 2
91) Switchblade	Kid Gloves	Super Off-Road Racer	Projectyle	SWIV	Elite
92) Supercars	Super Hang-On	Tearaway Thomas	One Step Beyond	One Step Beyond	Bubble & Squeak A500
93) Their Finest Hour	Supercars 2	Robocop 3	Klax	Starglider 2	Projectile
94) MiG-29	Car-Vup	Kid Gloves	The Sentinel	Bubba and Stix	F-29 Retaliator
95) Monty Python	Deuteros	Bug Bomber	Switchblade 2	Ultima 6	Second Samurai
96) Golden Axe	Photon Storm	Prince of Persia	Shanghai	Another World	New Zealand Story
97) Ghouls & Ghosts	Fantasy World Dizzy	Robocop 3	Sleepwalker	Super Obliteration	Bob's Bad Day
98) Red Storm Rising	Monster Business	Space Crusade	Jetstrike	Apidya	Kill The Prez
99) Xybots	Covert Action	Switchblade 2	Pong	Pool of Radiance	Tankkk
100) Grand Monster Slam	Golden Axe	G Taylor Soccer Manager	Frontier	Cannon Fodder 2	Base Jumpers

FAMOUS TOP 10s

In an unusual spirit of democracy and liberty, we decided to find out what other people thought were the best Amiga games of all time. Take it away fellas...

MATT BIELBY

The first editor of AMIGA POWER, the man who started it all off has, he confesses, hardly played an Amiga game since 1993. But that doesn't stop him having the following top ten:



1 **SENSIBLE SOCCER** (Renegade)
Not being terribly good at games (I know, but it's true) I like the sort of game that relies on luck and human interaction as well as skill. *Sensible Soccer* is just the best.

2 **DYNABLASTER/ BOMBER MAN** (Ubi Soft)
And again, for similar reasons, the multi-player option of *Dynablaster* is what makes it so great.

3 **THE SECRET OF MONKEY ISLAND** (Lucasfilm Games)
Just oozes professionalism and class.

4 **RAINBOW ISLANDS** (Ocean)
Impossibly enjoyable to play.

5 **KICK OFF** (Anco)
A bit hard to get the hang of, but another undeniably wonderful multi-player game.

6 **LEMMINGS** (Psygnosis)
A brilliant and brand new concept in gaming. And that's something you don't see too much of.

7 **JIMMY WHITE'S WHIRLWIND SNOOKER** (Virgin Games)
Technically dazzling and great fun to play too.

8 **FORMULA ONE GRAND PRIX** (Microprose)
Sir Geoffrey Crammond's finest hour. Fast, innovative and very, very clever.

9 **POPULOUS 2** (Electronic Arts)
Another startlingly original concept. It's *Populous* with bells on.

10 **KNIGHTS OF THE SKY** (Microprose)
Dogfighting wizardry, multi-player and technically superior – my kind of game.

SENSIBLE SOFTWARE

Jon Hare & Chris Yates. There's surely no need to introduce two of Sensible's luminaries to you. Let's just find out what they like, eh?

1 **STUNT CAR RACER** (Geoff Crammond)
A game so good we had to snap the disk in half to carry on working. *("Chicken plucking" – Ed)* magic.

2 **SWOS** (Sensible)
Still Jon's most frequently played computer game. Sadly.

3 **PINBALL WIZARD** (Anco)
Great pinball action, killer trippy music.

4 **KICK OFF 2** (Anco)
The inspiration behind *Sensi Soccer*. So good it got thrown on the railway track.

5 **RAINBOW ISLANDS** (Ocean)
So frustrating that when Chris died he wanted to smash Andrew Braybrook's glasses through his face.

6 **SPEEDBALL 2** (Bitmap Brothers)
Jon's favourite Bitmap's game, an excellent pseudosport.

7 **LEMMINGS** (Psygnosis)
Finally somebody made an original game that's good as well.

8 **LEISURE SUIT LARRY 2 – PASSIONATE PATTY**
Fantastic adventure (but a bit chuggy).

9 **BLOOD MONEY** (DMA)
Fabulously original shoot-'em-up.

10 **ROCK'N'ROLL** (Atlantic)
Great headbanging chart topper by Led Zeppelin *(I detect irony. – Ed)*.

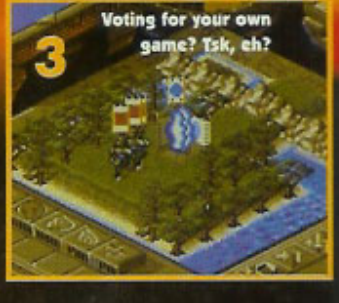
ALEX TROWERS

Alex has been working at Bullfrog for longer than he cares to remember. The first game he was involved with was *PowerMonger* and he has designed the levels for every Bullfrog game since (up to *Magic Carpet*). So he's the bloke responsible for those murderous *Syndicate* levels. Which he tells us he enjoyed working on most of all. Bastard.

1 **DYNABLASTER** (Hudsonsoft)
The ultimate Multi-player thrash. Many is the time that whole days would be spent luzzing bombs at each other.

2 **STUNT CAR RACER** (Geoff Crammond)
Superb racing game. Still holds its own against the *Wipeouts* of today. My only regret is that Peter Molyneux is that much better than me.

3 **POPULOUS 2** (Er... Us)
No really. I still claim to be the Office Champion though some would disagree. Another versus game that is hard to beat simply because of all the different tactics there are to try.



4 **ARCHON** (Freefall/EA)
A strategy game to rank alongside Chess for its simplicity and addictiveness. Unicorns were a tad too powerful though...

5 **IK+** (Archer Maclean)
You can keep your *Street Fighters, Mortal Kombats* et al. For me, the ultimate beat-'em-up on the Amiga is *International Karate Plus*. Three fighter action! Unbeatable.

6 **SENSIBLE SOCCER** (Sensible)
For a long while I was a *Kick Off 2* supporter but I was forced to switch camps during the inevitable office *Sensi* league. Top footy game.

7 **SHADOW OF THE BEAST** (Psygnosis)
For a long while this was THE game to show off to your mates. The music still holds its own today, although the gameplay was a little limited .

8 **DUNGEON MASTER** (FTL)
I couldn't wait for this game to make the jump from the lowly ST so I could shut my mate up. Revolutionary for its time, this is the game that made me ditch my trusty Speccy and upgrade.

9 **LEMMINGS** (Psygnosis)
Irritating playability in spades. Those little dudes just wouldn't stop.

10 **RAINBOW ISLANDS** (Ocean)
I know a lot of people dished out a lot of stick when this made it to the top of a certain Top 100 list but it is a great game and absolutely packed with features.

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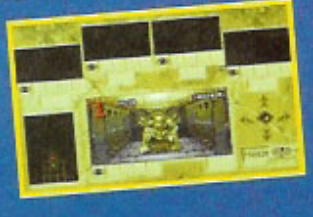

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PD

Mention football to Martin Axford and he's likely to bite your head off. Thank heavens, then, that all we wanted him to do was review this month's selection of PD games. We're still wearing our heads with pride.

ARCADE DARTS

F1 Licenceware

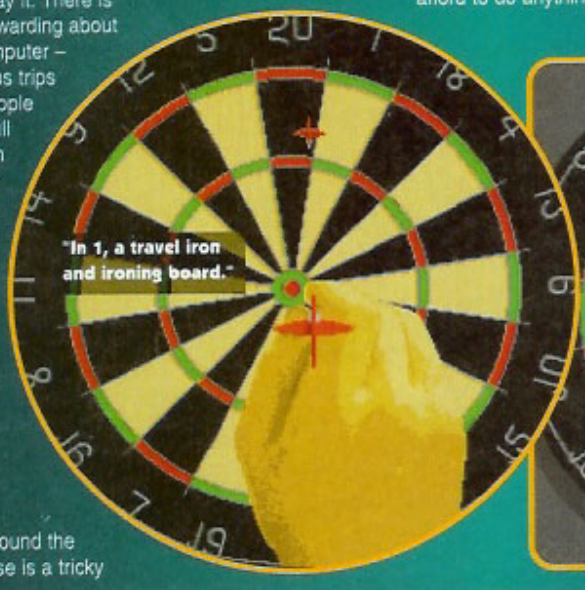
After using the rather feeble reasoning that playing darts would help me improve my maths at primary school, my parents agreed that buying me a dartboard might be a sound investment rather than an invitation to mutilate myself. What they hadn't banked on was that I was a crap aim and that they'd need to fork out for pots of Polyfilla when we moved house.

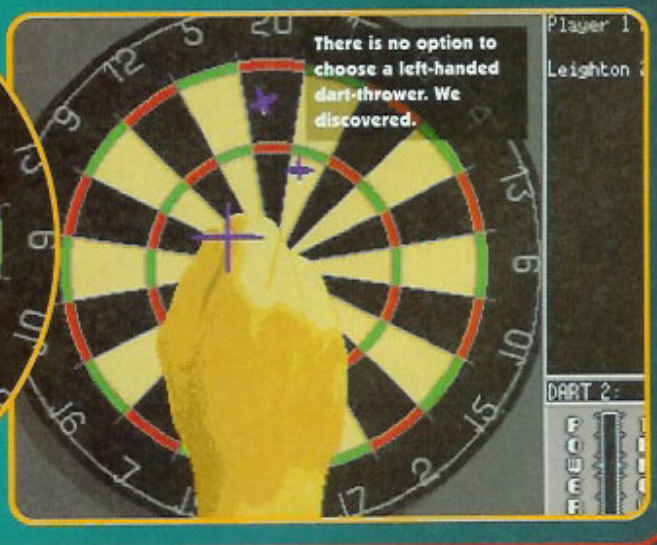
Arcade Darts is an altogether safer option. It's darts – but on the Amiga and while it's hardly inspiring stuff, this was the only PD game to appear this month which amused me sufficiently to take it home and play it. There is something infinitely rewarding about playing darts on a computer – there are no continuous trips up to the board (or people standing nearby) to pull out glorified pins, often with tacky Union Jack flights, nor are there any arguments about whose foot has drifted furthest over the oche, and there is no need to swiftly calculate scores which is always a problem bearing in mind that darts is traditionally played in pubs.

Guiding the computerised hand around the screen with the mouse is a tricky and rarely accurate affair, not to mention time-consuming. Throwing the dart requires clicking the mouse once to determine the strength with which the dart is thrown and then clicking again to determine the release point. It's all very straightforward really. No, really.

In one-player mode, you are faced with an assortment of beer-bellied opponents ranging from the Crafty Cockney Eric Bristow to some deadbeat called Leighton Rees. Play in two-player mode and you'll face whoever it is that can't afford to do anything more worthwhile on a Saturday night. Thankfully, there is also a selection of darts-variants like Mickey Mouse, Killer and Shanghai for when it all becomes too tedious.

With the added bonus of an option to turn off the second-rate sampled speech commentary, *Arcade Darts* is a competent stab at bringing a pub game into the comfort of your own home. Though personally, I can't believe it was really necessary. ★★★





MONSTERS OF TERROR

Roberta Smith DTP

Now this was fun. At least, until I discovered there's only one level and to take advantage of the full range of options displayed on the disk a paltry sum has to be sent to some German geezer. It was almost as if he'd sensed I would be playing it the day after England's exit from the European Championships. Still, 1966 eh?

Using a format similar to *Pacman*, you are required to enter a maze which is full of purple blobular monsters. And kill them. And just in case you can't quite see all of them there is a radar screen to help you. Though you get the impression that it has been put there to fill in what would otherwise be a blank space on the screen.

Once you've killed the purple monsters and have enough lives left (you start with three) new monsters appear one by one which, once killed, leave collectable strawberries. But serve only to frustrate you even more because once they've disappeared the game finishes.

The full version features more collectables which can increase player speed, weapon speed and weapon power. It also has an eight-player option which I can imagine would be great fun.

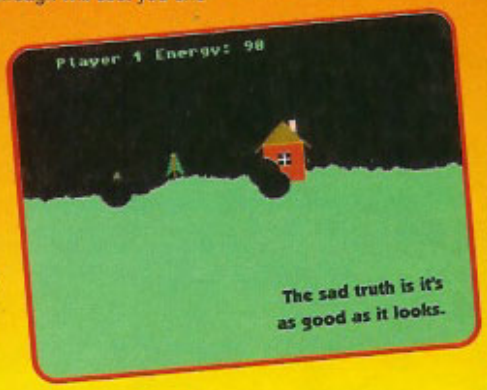
While I can't possibly recommend this one-level demo, *Monsters of Terror* is certainly worth looking out for should the full game ever be made available. ★★

IDIOT FIGHTER, PIXEL WAR AND SPROING

Roberta Smith DTP

Right, there was a disk error with *Idiot Fighter* so you can forget that one for a start. Idiot. *Pixel War*, meanwhile, is a *Worms* clone complete with sampled "Stuupiiid" and "Bye-byeee" speech and the only other game on this rather poor compilation is *Sproing*. And what's that like? Um, mediocre. But it's the only remotely decent thing on the disk.

Sproing features a springy little fellow who is in a hurry to jump through gaps in a series of horizontal lines in order to reach the top of the screen. Once a successful jump has been completed you then have to make sure he avoids falling through gaps which can be slightly hazardous. Each gap he falls through will cost you one of your five lives and successful jumps will result in a ten-point score.



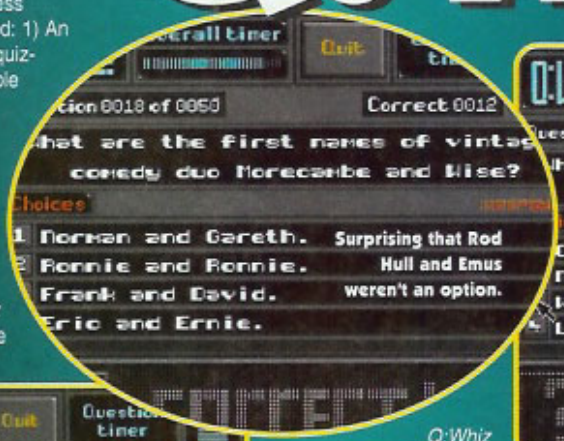
One game out of three doesn't bode well and if you're looking for value for money this isn't a compilation I'd heartily recommend. ★½

F1 Licenceware

Q:WHIZ

Bloody quizzes. Weened on Blockbusters, Masterteam, Blankety Blank and that pile of toss Question of Sport, I've had more than my fair share of inane, pointless question-putting and I've developed: 1) An unreasonable hatred of all things quiz-like, or 2) a perfectly understandable disliking of people taking pride in proving to themselves that they can remember the tit-bit of trivia they learnt in the Infants or from the Chart Show? The latter? Correct.

Still, it's my job to cast an impartial eye over the PD offerings so the authors of *Q:Whiz* can relax. But not for long because



Q:Whiz is crap. A tad harsh perhaps but *Q:Whiz* is infuriatingly basic, from its rather simplistic graphics to its lack of original questions. With eight preset quizzes, ranging from Films and TV (my favourite) and Formula One to Red Dwarf and The X-Files, each quiz contains the same questions each time you play.

This gross oversight is tempered somewhat by the inclusion of a *Q:Whiz* creator disk, if your love of quizzes is so great that you wish to spend hours compiling your own questions and answers. Hnngh.

As a package, *Q:Whiz* is a competent effort. Using a multiple-choice format, *Q:Whiz* has the option to either have answers revealed should you get an answer wrong. Or "WRRRONG!!" as the illiterate *Q:Whiz* will inform you. Other useful options such as altering the time limit of the quiz or the time for providing each answer are included, though the best option is probably avoiding *Q:Whiz* altogether. ★½

POLYWORLD AND FLAME

Roberta Smith DTP

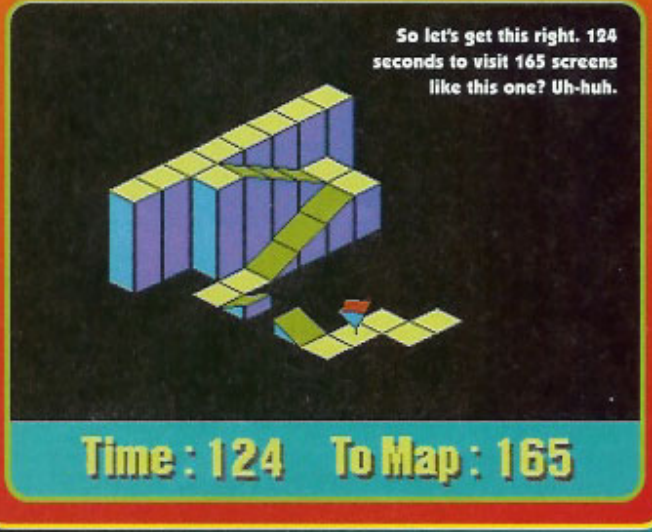
In recent months there has been a spate of *Dynablaster* clones and *Flame* is the latest one to rear its head. And thankfully it's another clone of high quality. Playing in one-player mode against the computer was hugely enjoyable, as I tried hard to outwit my fiendish opponent in the bottom right corner of the screen.

For newcomers to this genre, *Flame* pits players against each other in the midst of a maze full of bricks. The aim is quite simple; to blow up as many bricks as you possibly can by placing bombs strategically within the depths of the maze and killing off your opponent by making sure he gets caught in the crossfire when bombs explode. Heaven knows, that's what the little computer fellow did enough times.

Conversely, *Polyworld* is a complete waste of time. By all means, get hold of this for *Flame* alone, but quite what the author thought he was doing, having written *Flame*, when he then designed *Polyworld* is a mystery. Requiring you to guide a small spinning top over as many areas of a maze as possible (each area forms one screen), all of them within a set time limit, there is nothing about the game which is particularly inspiring or enjoyable.

Entry to some areas is easier than others (some are virtually impossible considering the sensitive nature of the controls) and the option of peeking at the map of the maze is little more than a tease. Obviously, if you get hold of this disk for *Flame*, and I recommend you do, you'll be able to experience *Polyworld* for yourselves. Unless you take my word for it and ignore it completely.

★★★½ (for *Flame*)



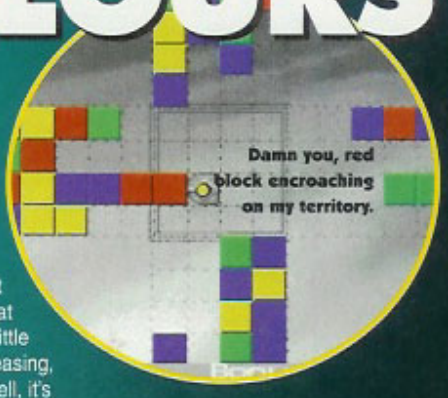
WHERE? HOW MUCH?

F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU (01392) 493580. *Arcade Darts* £3.99, *Q:Whiz* £4.99. (Add 75p for p&p.)

Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE (0181) 455 1626. All disks are 90p each plus 50p p&p. Send 50p, or a blank disk, with an SAE for catalogue.

COLOURS

Roberta Smith DTP



Colours. Hardly the sort of title which oozes class, is it? What joy, then, to discover that it's actually a pleasant little affair – aesthetically-pleasing, visually enticing and, well, it's colourful. Natch.

There are few games of its kind which instantly spring to mind, which can only be a good thing. Your brief is to control a little 'thing' around a small grid in the centre of the screen. Every second (although the speed can be adjusted) coloured squares build up on the four surrounding sides and begin to encroach on your territory. Their aim is to breach the walls of your grid while yours is to try and prevent them from doing so by destroying them.

Matters are complicated somewhat by the fact that the coloured 'enemy' squares keep changing their colour. And complicated further owing to the fact that you do too but can only destroy the squares which are the same colour as you. Ahem. Should you experience squares bearing down upon your grid which aren't the same colour as you then it's possible to change your colour by shooting a different coloured square which will rebound a colour-changing ball to you.

As the author points out in his notes, *Colours* is so easy there is no need for any sort of instructions. Which is why even I'm wondering why I've just written some. Hey-ho. ★★★

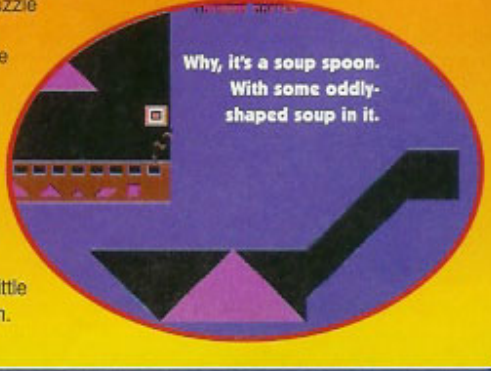
TANGRAM MASTER, BREED 96 AND MAZE BLAZERS

Roberta Smith DTP

Breed 96 seems to be popping up all over the place since we featured it on the AP61 coverdisk. Hardly surprisingly since it is remains the best thing we've seen for a long time, in PD terms of course.

As for the other two games on this compilation, neither of them are particularly stunning but at least they're playable. *Maze Blazers* is a *Doom* clone without weapons, aliens or anything else *Doom*-like. Apart from the mazes which you are required to run around. Erk. The winner is the first person to get out of the maze and so playing in a large group seems to be the best way to heighten both the excitement and enjoyment you'll reap from playing it. There are various game types, such as a race against the clock, to increase the fun in one-player mode too.

The object of *Tangram Master* is to fill in outlined pictures, such as cats, boats and resting men (?), with the seven puzzle pieces you are supplied with. The on-screen instructions are impossible to read but bearing in mind this is the third game on a disk which includes *Breed 96*, that's little cause for concern.



★★★★

COMPLETE CONTROL

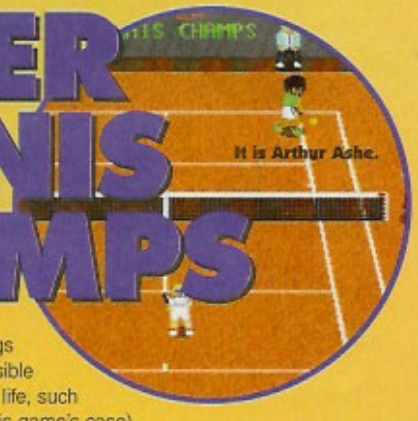
Full Metal Jacket obsessives often ask me if I'm a life-taker and a heart-breaker, or even if I come from Texas. I always answer negatively. However I am a veritable international Tips-depository, the man who watched as God burnt *Exile* hints into holy granite slates and a Prophet of ultimate gaming knowledge. But most of all I'm C-Monster. And these are some tips.

THEME PARK A1200

Charles Darwin was simultaneously one of the most obscenely intelligent men on the planet and a complete dullard. The prime piece of evidence for his mental agility is surely the theory of natural selection, a piece of original thought so wide-ranging we can even apply it to the evolution of tips, as found both in James Caygill's developing *Tennis Champs* tips, and this continuation of *Theme Park* tippery, by Phillip Woddington.

But Darwin had a beard, so he had to be pretty thick. "I've found out a cheat, a bit like the one in AP 58 *(This is why I'm dribbling about Evolution in the intro. – CM)*. When you put in your name as Mike and nickname as Mike you'll get more and more money when you press "c". It only works after you've placed your first shop. If you keep the key depressed your cash register will rack up a Pinball-pressively high score. Also if you go through the alphabet you'll gain all the staff, rides and shops. I hope this helps you out."

SUPER TENNIS CHAMPS



It's a constant wonder that things which are completely reprehensible and generally degrading in real life, such as Golf, Genocide and (as in this game's case) Tennis, when imprinted on silicon curiously mutate into bite-size pieces of frivolity, whose delicate flavours deserve to be savoured at leisure, with friends. Friends like AP regular James Caygill, who brings forth yet another tip. Bravissimo, meinen Kapitan.

"In a doubles game, when your opponent is serving to your colleague, you can return the serve as well. So when your team mate is being served to, join him in the service box for a greater chance of a return (contemptible, eh?). Beware! If you do this with a computer controlled team-mate,and you try to hit the ball, your team-mate will leave it, and if you don't hit it,you lose the point. Bah!"

SWOS TEAM EDITOR

(Breathes deeply)It's a Team Editor! It's for *SWOS!* It's *(Snip. Try again – Ed).* They're by Big Gorky Hermit-eater Charlie! They're Tips! They're for *SWOS Team Editor!* They're *(Snip. You're fired. – Ed)* Oh bugger. Tips then. "A lot of you seem to still be having problems. Here's a step by step guide which should work for all of you.

1) Load the Workbench
2) Open "Shell" in the workbench drawer
3) Insert your AP Coverdisk and type:
>DF0: (RETURN) *(Meaning press the return key. – CM)*
>SWOS-Editor/ (RETURN)
>RNCDepack SWOS2:data/team.20

You'll need to use a backup of the *SWOS2* disk, with the GRAFS drawer deleted to make room for our unpacked files. This will unpack team list 20 (Italy). Here are some useful ones you might want to know:
team.008 English Teams (NOTE: Will not work on 1MB, as you won't have enough RAM)
team.020 Italian Teams (All others work fine on 1MB)
team.080 European international teams

Now your teams are unpacked, you can edit them by loading the SWOS editor and selected LOAD from the menu. Type in the team list number instead of the three Xs. Now you can edit the teams, but do save them.

To use these new teams you will need to insert the backup disk when you are starting a new career or updating at the end of a season. Phew!"

6 PAGES OF PROPER PLAYING TIPS START HERE

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INDIANA JONES AND THE FATE OF ATLANTIS

We printed the solution to Lucasfilm's last Amiga game a while ago, but only covered one route through the games intestine-like complexity, that of the Team option, leaving the Fists and Wits route fallow. Until just now, when the heroic Eddie Wang delivered a complete solution to the fiendish difficulty Wits path, which starts at the moment you tell Sophia that you wish to set off alone.

"Stand outside the hotel entrance and wait for a brown-suited man to appear. Ask him if he's Alain Trottier, tell him you're Indiana Jones from Barnett College, and a simple Professor. Manoeuvre the conversation onto Alantis, and answer Alain's question. If he asks about the colossus then say "To make them Gods", if about orichalcum searching devices then say "Amber", if freaks of nature then quip "When the celestial spheres were aligned" and as for Plato's error answer "Translation". Accept his card and tell the taxi to go to the airport, and thus Algiers. Walk left to the back alley. Give the card to the servant and arrange a meeting with Mr. Al Jabber. When the servant walks away, follow him onto the city streets. Chase the man with the red fez. You'll catch up with him in the market where you should give the following responses: Nice fez/No, that's quite a hat/It's better than a sharp stick in the eye/It's very festive/Well.../Don't you want it/Say thanks a lot. Give the fez to the servant: Make sure he takes it, then arrange a meeting again. Follow the red dot, which now represents the servant, until he enters a house north east of the market. In Omar's house walk into the closet, wait until Omar walks into a closet, get out and then close the door to lock him inside. Pick up the blackbird, soapstone statues and the pole (by the left arch). Walk over to the laundry, use the pole with the hanging cloth to reveal the map. Go up and get on the camel. In the camel chase you'll have to avoid the enemy soldiers and reach the nomad camps. Give the map to the nomad and ask where the cross is. Follow the directions until you're there. Ride over to the cross. If you're captured give the statue to the soldier or start from Omar's house again.

When at the dig site, walk left and use the ladder. Once in the pit, randomly move the cursor around until you locate the sharp wood thing (ship rib), long tubular thing (hose) and the clay thing (clay jar). Pick these up then go back to the truck and use the hose with the gas tank, then use the jar with the end of the hose. Go back down and open the metal cap (near the generator). Use the jar full of gasoline with the metal cap and walk over to push a button, turning the lights on. Push the round object on the painting. Pick up the statue and use the bead with it. Walk over to the right and use the ship rib with the wall. Open the generator and switch it off, before picking up the sparkplug and go to the truck. Open the hood and use the sparkplug with the other one. Pick up the hose, open the door, read the note and go back to Monte Carlo.

Meet up with Trottier and inform him about the Nazis, but gasp with horror as the fiendish huns abduct him. Get into the taxi and follow him through the streets of Monte Carlo. At some point you should attempt a short cut so you can catch up and crash into them. This should stop them, and allow you to chat to Trottier. Keep wibbling until he mentions two streets, then proceed to randomly move around looking at street signs until you locate the one with the names Alain mentioned on. Look in the drain to find the sunstone, and then zip off to Thera.

Walk left and get the fishing net. Stride to the path leading to the mountains, find the cleft/notch/gap. Close the crate and pick up the invoice. Head to the door and go left to find an entrenching tool, which you can open to find a note from Sophia. Align the sunstone with the tall horns, as described by the lost dialogue (for example, morning light warmed tall horns means align the Rising sun with the tall horns).

Push the peg, which should lead to an audible click. Open the door, leaving the sunstone. Go out and use the entrenching tool with the cave-in. Return to the port and give the authority the invoice to gain a balloon. Give him the sign and swap it for the big basket. Pick up the balloon and the big basket before returning to the mountains. Here you should use the hose, net and basket with the balloon, before using the hose with the air vent. Voila! One inflated balloon. Step inside the basket and fly off, searching for a submarine to land on (by casting out the ballast).

Climb up the ladder, open the hatch and go down to the lower deck. Walk left to the aft, gather up the cold cuts and bread to make a submarine sandwich. Walk to the forward section and give the sandwich to the guard. When no-one is looking, open the lockers to find the moonstone and torpedo launch instructions. Wait for the sub to change course, go to the lower deck and walk right. Grab the clothesline before heading further right, taking the oily rag from the end of one of the torpedoes. Return to the aft, open the first trapdoor and head down. Head left, go up the ladder and open the trapdoor. Head left to the torpedo and use the instructions with the control panel. Use the rag with the wires and push the lever. When the rag has caught fire, go down the trap-door, walk right and then up the other trap-door. Return to the forward section, open the head (left pile of clothes). Use the head and close the door, put on Indie's own clothes *(Leather jacket, skinny fit t-shirt and black Jeans? – CM)* then head right. Open the torpedo tube and use the clothesline with the lever. Go into the torpedo tube, then pull the clothesline.

You'll be on Crete, where you shouldn't waste time exploring the ruins on the far side of the Island. Just use the sunstone and moonstone with the stone pedestal, then align them according to the lost dialogue (again). Push the spindle to reveal a door. Enter the cavern, pick up two of the heads, pass through the door then use your whip with the third head. Go through the door then right and left. Use the whip with the statue's head. Stand next to it, then go down. Once you meet with Sternhart, take his staff, scarf and comb. Read the note and pick up the worldstone. Look at the waterfall and climb up the chain. Walk around the elevator and go through the left door, use the three heads with the shelf. Go through the open door. Ascend the stairs, head right and use the staff with the clock holding the counterweight. Return left, up and then keep moving right until you reach the head where you should use the staff with the mouth to activate the lift. Pick up the gold box and the beads, go through the door at the back. Put all the beads into the box and slam it closed, before leaving through the rear exit. Now use a bead with the small statue and use that with the hatch of the machine. Now crawl through the hole...

And we'll have to leave on a cliff hanger, as space is getting a bit tight (And I thought space was Infinite. Remind me to kill Einstein). You're almost up to the point where the three pathways converge, so it's probably worth you slogging along alone from here. Please feel free to fill in your own amusing jokes about hating snakes here.
Thankyou.

DON'T FORGET

And the winner of C-Monster's vehemently evil student jumper is young James Caygill, for his sterling efforts over the last few months and the rather spiffing C-Monster portrait which adorned Last resort last month. Don't wear it all at once.
This month's prize? Well I've just had my exams, and lost my razor during the period. Due to my basic masculine hormonal direction, facial hair flourished on the fresh pastures of my face. It was my thinking beard, and is just perfect for rubbing and staring manfully into the middle distance with. And, one shave later, it could be yours. Come early and avoid the rush!

Complete Control
AMIGA POWER
30 Monmouth Street,
BATH
BA1 2BW

or bs4kmg@bath.ac.uk

PRIMA

Let monster madness take over and get to grips with the bowel-spilling, flesh-withering special moves of *Primal Rage* in new boy Gideon Kibblewhite's guide to how dinosaurs do it.

There is one thing true about the creatures of *Primal Rage*, no matter how fearsome they seem, they don't like it up 'em. With a primal scream, and bit of jiggery-pokery of the joy-pad, you can destroy any opponent in spectacular fashion.

The key to all the special moves is the fire button: tap it once, then press it again and hold it. Keep the button held down and you may do the joystick thing. It's easy, once mastered, and before long you'll be farting in the face of your enemy and teleporting all over the place while they can only swish their tail in vexed frustration.

BLIZZARD

Air Throw	U-D	(Jumping or close range)
Ice Geyser	D-U-U	
Mega Punch (Fake)	D-U-D	
Mega Punch	A-T-A-T	(Long)
Mega Punch	A-T-T	(Quick)
Mega Punch	A-T-U	(Short)
Punching Bag	A-T-D-U	
Throw	T-D-A-U	
Freeze Breath	A-A-T	(Projectile)
Eat Human	A-U-T-D	
Brain Bash	D-D-A-U-T	(Fatality)
To-Da-Moon	D-D-D-D-U	(Fatality)

You may not be able to tell, but the chap on the left's not normally blue. He's been frozen.

An excellent throw from the young gorilla.

KEY TO JOYSTICK WAGGLING

A	Stick AWAY from opponent
U	Stick UP
D	Stick DOWN
T	Stick TOWARDS opponent

The battering ram is an effective attack against all classes of opponent.

CHAOS

Grab-n-Throw	T-A-A	(At close range)
Battering Ram	T-T-T	
Flying Butt-Slam	D-T-U-D-T	
Ground Shaker	A-U-A-D-A	
Power Puke (Fast)	U-T-T	(Projectile)
Power Puke (Slow)	U-T-A	(projectile)
Fart of Fury	D-T-U-A	(projectile)
Eat Human	T-A-A-U	
Cannonball	D-T-U-D-T	(Fatality)
Golden Shower	D-A-T-A-T	(Fatality)

The fart of fury. Speaks for itself really.

ARMADON

Gut Gouger	T-T-A	(At close range)
Bed-O-Nails	D-D-U	(Hold fire button)
Uppercut	D-T-T-U-T	
Iron Maiden	A-U-T	
Mega Charge	A-D-T	
Spinning Death	A-T-D	
Flying Spikes	A-A-U	(Projectile)
Eat Human	U-T-D	
Gut Fling	D-D-D-D	(Fatality)
Mediation	T-D-A-T-T	(Fatality)

The Iron Maiden in all it's gory. What the lad does is, he curls himself into a ball and then throws himself at his opponent, spikes first. Smashing.

The flying spikes whistle their way towards a startled opponent. Don't try this at home, kids.

L RAGE

DIABLO

Hot Foot	A-D-T	
Inferno Flash	U-U-U	
Mega Lunge	D-U-U	
Pulverizer	U-T-D	
Torch	U-T-T	(Hold fire Button)
Fireball (Fast)	D-T-T	(Projectile)
Fireball (Slow)	D-T-A	(Projectile)
Eat Human	D-U-D	
Incinerator	D-D-D-D-D	(Fatality)
Fireball	T-T-T-T-T	(Fatality)

Right: The incinerator certainly finishes off your opponent. Toast anyone?

Left: The fireball. Let's hope that Armadon hasn't learnt to duck.

Left: The earthquake stomp is really annoying to face. You'll never quite find your feet.

Right: Ah, the faithful old stun roar. Never fails.

SAURON

Air Throw	U-D	(Jumping or close range)
Cranium Crusher	D-U-U	
Earthquake Stomp	D-D-D	
Leaping Bone Bash	D-U-D	
Neck Throw	T-A-A	
Primal Scream	D-U-A	
Stun Roar	A-T-T	(Projectile)
Eat Human	D-D-U	
Carnage	A-T-A-T-A	(Fatality)
Flesh Eating	D-D-A-A	(Fatality)

Left: He's a vicious wee beggar is Talon. This is the pounce and flip, while below...

...is the very unpleasant face ripper in action.

TALON

Brain Basher	U-A-U	
Face Ripper	D-T-D	
Frantic Fury	D-T-T	(Hold fire button)
Jugular Bite	U-U	(After multi-hit combo)
Pounce and Flip	U-T-T	
Run Forward	A-T	(Then hold direction)
Run Backward	T-A	(Then hold direction)
Slasher	D-T-U	
Eat Human	U-T-D-A	
Heart Wrenching	T-D-A-U-D	(Fatality)
Shredding	T-U-A-D	(Fatality)

VERTIGO

Come Slither	A-A-A	
Scorpion Sting	T-T-D	
Teleport	D-D-D	
Voodoo Spell	U-U-U	
Venom Spit (Fast)	T-T-T	(Projectile)
Venom Spit (Slow)	T-T-A	(Projectile)
Eat Human	D-T-U	
Petrify	T-A-A-T-T	(Fatality)
Shrink and Eat	T-A-A-D-U	(Fatality)

Right: The infamous Scorpio venom spit. Messy little bleeder.

Left: The scorpion sting catches everybody by surprise.

DEHYDRATED?

Then you need...

THE LAST RESORT

with C-Monster

With college finally finished, our hero returns to the wild and woolly wastes of Stafford, where there's not much to do. Apparently.

And across the frigid Ukranian wastes powers the last of the great Empire's InfoTrains, it's mission eternal: Powered by the coal of knowledge and the steam of inquiry, it must provide a last bastion of truth against the forces of deceit which range against it. Piloted only by the dashing Captain C-Monster it burns its way into the Arid Winter Night: Destination Unknown.

PREMIER MANAGER

Q "Football has always been my game, though at this particular moment this has been reduced to *Premier Manager* and it's causing me no end of bother, metaphorically hiding my last few cheesey slices behind the mouldy lettuce in the fridge of my life, where no-one ever looks for anything. Some cheats would be nice."
Andy Warlock, Southampton

A Position yourself on the telephone screen and try dialling any of these numbers for some oh-so-subtle characteristic boosts to your team, and in

LOOSE ENDS

THEY'RE NOTHING TO DO WITH THE LONDON SCHOOL OF ECONOMICS.

Q "I have recently bought the mighty DUNE 2, but after hours of fun I found myself unable to actually save it. I have made lots of save disks and tried my utmost, but failed. PLEASE HELP ME!"
David Hutchinson, Northern Ireland.

Q "I desperately need help on THE LEGEND OF KYRANDIA Chapter 3: The Shadowrealm. No matter how hard I try, I can't find a route from the Pantheon of Moonlight to the Cavern of Twilight without getting devoured by the Shadow wraiths. I would much appreciate it if someone could help me with this matter." **Kim Wild, Dorset.**

Q "Please could you tell me the code for level three on BUBBA *("AND" – Ed)* STIX." **Tuber Lots, Grimsby**

Q "I am hopelessly stuck in SIMON THE SORCERER. I need to get some money to buy some spirts in the shop. I've thrown the cold remedy at the dragon sitting on the dosh, but Simon won't go past him. Please help me." **Rolf Frengel, Northants**

Q "I seem to be having trouble with GOBLIINS 2. I am on the Kael Screen and as Winkle poured water on the nymph she flew into a tree. I actually have the honey, but I can't get it to the nymph. HOW DO I DO THIS? Also, what next?" **Gareth Williams, Rugby**

Q "Please can you help me. I am a beginner at playing games, as I have only bought a new Amiga A600 last month. I'm having difficulties with PLAYER MANAGER 2. I don't know where else to go. You are my last hope"
Michael Dunn, Liverpool

Q "I'm stuck on MONKEY ISLAND. I'm on the boat and can't get off. What must I do? Please help me! HOW?"
De Smelt Heniz, Belgium

Q "On POPULOUS 2 while I was busy playing I was startled, nay astounded, to see a large golden man walking across the screen, causing cracks in the ground to appear at his feet. Then I chanced upon a strange neptune-type creature holding a trident, swimming in the sea, followed by a large tree. Are these the same type of monsters which I read of in the Golden Era – But in POPULOUS 2? Or are they a fiendish secret thing? Or am I hallucinating? Well? *(They're "secret" things. – CM)* **James Wilkinson, Farsley**

Q "PLEASE HELP ME! I have a problem playing LURE OF THE TEMPTRESS. I've gone past the dungeon and into Turnvale, but I can't find Taidgh the Magician. I read in one of your issues that if I go into Ewan's shop I should overhear a Skorl telling Ewan to get into a barrel at Midnight. The problem I find here is that the Skorl never goes into Ewan's shop, and when I talk to anyone I only ask if they've seen Taidgh. I've had this game for a LONG time and I can't move on!" **Alex Andres, Surrey.**

Q "In INDIANA JONES AND THE FATE OF ATLANTIS (ADVENTURE) on the team path, I have reached the submarine controls. However when I steer it Indy states that "The rudders are locked", and I can't turn it. And where is the Entrance to Atlantis, anyway?"
Craig Stewart, Aberdeen

The mighty Tip-Engine grinds to a halt, the furnace exhausted, and the flame that burnt so hot mere hours before is now chill. No heat remains to toast Captain C- Monster's muffins, the one thing which he looked forward to while guiding his locomotive. Water wells up in his eyes as his realises that the Fuel carriage is empty, there are no more trinkets of information or queries to feed his mighty charge. He turns in desperation to you, ice-rimmed eyes pleading for anything to make his mechanism live again. He needs both questions and answers. His eyes close as he places his sturdy standard revolver into his mouth, and waits. You are his Last Resort. Do not fail him now.

CASES CLOSED

THE ONLY AMIGA GAMES COLUMN THAT'S CALLED CASES CLOSED.

MONKEY ISLAND 2

Q Karl Parry was proving to be a bit of a shandy lightweight in the grog competition, and despite knowing he needed the mirror and the near-grog aided him not one jot. Trust Beer-swilling Poppette, Kim Wild, to be the girl to guide his shaking hand.

A "To get the near-grog, go to Phatt Island and make your way to the jail. Kate should be in there, and if she isn't then place the leaflet you took from her in Booty Island, and place it over the picture of Guybrush on the wanted poster on Phatt Island. In the Jail you should release her and take the vanilla envelope, inside which is the near grog.

To get the mirror, pick up the empty bag of parrot chow next to the cabin doorway, and go to Booty Island. Pay a visit to the Booty boutique and purchase the sign on the wall. Use the parrot chow bag on the hook by the parrot, which will distract the bird and allow you to buy the mirror." **Kim Wild (14), Dorset**

THE ADDAMS FAMILY

Q The interestingly named Bent Nielsen was confused with the extra life gaining activities included in the shadowy wreaths of THE ADDAMS FAMILY. The man that used to be called Thomas Taylor before morphing into Thargoid, and then progressing to the rather more narcissistic Thargod comes to aid him.

A "There are many ways to gain lives. The most significant of which is to go to the bottom door in the main stairway which leads outside. Go left to the empty space, and push up in the middle of that. You'll find yourself in a secret room, which curiously contains another secret room, positioned to the left of the heart.

Also try going outside, picking up the FLYING FEZ (™) from it's position at the very left of the outside bit. You have to climb up the noose to get to it. Fly over the house until you notice the chimney. Go into the one on the left side of the house by pulling down on it (to get out of the room, locate the secret place on the right, by jumping on the springs while pushing right). You'll collect the lives and then pop out of the chimney on the right side of your house. Pull down on this chimney and before any long and complicated metaphor can spin past your lips, you'll find yourself in a completely new place where you can head left and collect lives. Once you are on the left chimney, press space to pause and then slam down on escape to take you to the continue/exit room. Walk to the left, then continue walking until you find yourself in a room containing three 1-ups. Which you should collect. By this point you should have plenty of lives, so you can head through the continue door and start exploring. I found out all of this by myself, y'know.

And C-Monster is not a silly name. Contrary to the message in issue 62. It is a noble and wonderful name."

Thargod, The Last Frontier.

NIPPON SAFE INC

Q Now this is a weird one. In my slim-line mailbag a missive from the ever-present Craig Hesmondhalgh appeared, which is no unusual thing by itself, as the young Blackpool lad is one of my most regular Tip-chums. What's spooky is this letter was postdated 25.9.95, and appears to have been stuck in either the Royal Mail or Future's contorting digestive systems for getting on for a year.

Anyway Our Craig was answering the questions of one Madcap, lord of the Blue People, who was stuck on this Japanese tinged adventure. Take it away, Hesmondhalgh-san.

A "To get out of the museum cavern (actually the strongroom, but that isn't important right now) with Dino you just have open the second and fourth boxes from the left. After that he will have to combine the statue and the beans to create superbeans. Eat them and rip off the wall *(Oasis go Pink Floyd? Surely not. – Ed)*, the Mona lisa and the Thermometer. Open and break the first box and take the lighter. Fill this with alcohol from the thermometer. Set fire to the Mona Lisa, and put this near the fire detectors on the ceiling. Escape should now be obvious. Swiftly jetting onto your second problem, to guess the number of balls you just take the balls out of the jar and swap them for a guitar (At the machine).

And concerning Miss Donna in the Suba district, just give up. You don't need to go anywhere near here to complete the game. I haven't a clue what you're up to."

Craig Hesmondhalgh, Blackpool

SNOOKER

Q A Peter Ebdon, of London, was having trouble with this most beige-based of games. He was losing his temper constantly and the Scot in the final level kept edging him out of the running. He needed help: Trust James Caygill to run to the aid of what's obviously a cheap gag.

A "Well first of all, I think you should find out where you actually live, as you don't live in London. YOU LIVE IN WELLINGBOROUGH, NEAR MY TOWN OF NORTHAMPTON, FOOL! To be good at snooker you need to practice a lot. It also helps to be very spotty and have stupid hair. After a few years of "being good" you can probably forget about all the acne and follicle-troubles, as you'll be able to pay someone to sort them out for you with all the cash you've gained (and, er, don't forget me when you become famous, will you. Not that you are the real Peter Ebdon are you? No, you're just a poor, sad, little RUM-HERBERT, who is AFRAID to use HIS OWN NAME! It's probably something stupid like DOIDGE or HERON-STAMP *(That's charming and distinctive though. – Ed)* or perhaps even DILLEN. Ring any bells, C-Monster? *(No, Actually. That was a misprint, stupid. – CM)* **James Caygill, Northampton.**

some lucky cases, all corrupting cash.
250967 = 99 Tackling, 753423 = 99 Handling, 000123 = 99 Passing, 220769 = 99 Shooting, 781560 = 99 Everything and £20,000.
All right? When I said "in some lucky cases" I actually meant one. You have no conception of how hard it is trying to make this column sound remotely interesting. None of you care at all.

JURASSIC PARK A500

Q "I have an AMIGA A500+ but I'm having problems on *Jurassic Park*. Could you please help me with this problem?" **Lewis Hill, Portsmouth**

A I sense the imminent arrival of a tedious list of level codes. And I'm right: look. They're just a couple of centimetres below me now. And the more I keep typing the further they move down the page. Groovy.

Level two – 8EB75C3D Level three – DE5FB8C5
Level four – EEE7740D Level five – BEB75C25
Level six – AEA7542D Level seven – BEA7542D
Level eight – BEA7542D Level nine – FE6FA8DD
Level ten – EE77780D Level eleven – 9E074035

SYNDICATE

Q "In issue 47 you gave some cheats for *Syndicate* on pages 25 and 26. But the only thing that bothers me is that I'm completely unaware of where to enter them. Please help me, as I'm finding it very difficult and can't get very far."
Matthew Layton, York

A Jack into the configure company screen, and just alter your company name to that of one of the cheats to gain those elusive bonuses (to those of feeble moral fibre) or Mephisto-esque cheats (For those of more Bran-flakian characters). And for those who weren't actually in the vicinity in those halcyon days they're:
ROB A BANK = $100 billion bank account.
WATCH THE CLOCK = Time speeds up, so increases tax collection.
NUK THEM = Brings all dead borgs back to life.
COOPER TEAM = A fully enhanced team.

THE HORROR! I CAN'T! STAND! THE! HORROR!

Q "Violence must always be treated as a LAST RESORT. But you ARE the LAST RESORT already. I have already tried violence BUT TO NO AVAIL. I am stuck on THE X-FILES. It's the bit where Dana Scully asks Mulder, "Do you trust me?"
You can only answer "yes" or "no". If you answer "yes" the game crashes and the disk self-destructs. If you answer "no" then Scully says "Good" AS SHE REVEALS A HAMMER AND BATTERS MULD *(Snip – Ed)*."
Brewery, Ruislip

A I'm disturbed. But not as much as you. Please feel free to seek out help in any way you feel able. Just stay away from me, Sicko.

The Last Resort
AMIGA POWER
30 Monmouth Street
Bath BA1 2BW
or bs4kmg@bath.ac.uk

Feeling marched on by Time? Worried that your chips are down? Power-hungry? Well, rest your troubled head on Reader Mills's manly breast as, in a series of an article he asks...

Upgrade? Earth f

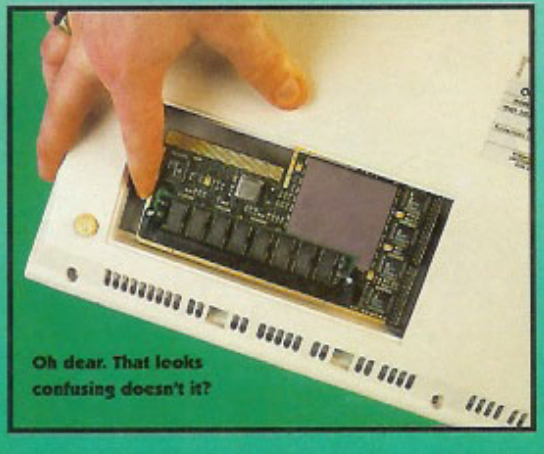
There are people who are technical wizards, who know things and build stuff, who simply must have the latest gear. Then there are people like my girlfriend – who shouted up the stairs to me on Sunday, "I've just poured water into the back of the television, will that matter?" Perhaps you think that your A500 is starting to show its age and want to do something about it. However, you may be no electronics genius, and yet remain ambivalent about becoming my girlfriend. What should you do? Before I TELL YOU, let's uncloud some of the techno babble that clouds the area of computer components like a cloud.

OI, MIND MY SPECS

The Hard Drive. This is a very common upgrade option. A hard drive is a lot like a floppy drive, except that it's different in several important ways. You can buy hard drives from many places; computer traders in particular tend to stock them. An important thing to watch out for is how big they are, some drives are bigger than others (often called their 'size'). Buy one that's too small and it'll soon be filled up, but buy one that's too large and you probably won't be able to lift it. And everyone will laugh at you.

Processor. This is the 'engine' of a computer, and accounts for 79% of the cost of your Amiga – the rest being made up of Memory (17%), Keyboard (12%), Power Supply (8%), Disk Drive (7%), Other Things (5%) and Aggressive Marketing Campaigns (22%). The processors used in Amigas are made by Coca-Cola and are so-called CISC processors. CISC is an acronym. Each processor has a speed, like 14, say. However, some processors are 'clocked'. This means a third party has turned back the clock to make it appear that the processor has travelled fewer miles than it has, in reality, done. So, for example, a processor from the Philippines might appear to have come from Godalming. Always ask if the processor you're intending to buy has been 'clocked'. If the salesperson says, "Yes." (or "That's right.", or "It has.", or some variation) then telephone the police immediately.

Ram. Ram decides how much memory your computer has. It comes in units called 'megs', so if someone says to you, "How many megs of ram have you got?", they are in fact asking about the size of your computer's memory – not drunk, or foreign. There are two types of ram in an Amiga; Fast ram and Chip ram. I am not allowed to tell you the difference between these because it's a secret.



Oh dear. That looks confusing doesn't it?

NEW PARAGRAPH

OK, so now you know the technical details, in which direction should you begin to throw your money? Ah-ha! That's my point; keep it in your pocket. The industry would have you believe that the only way to improve your Amiga is to pour thousands and thousands of pounds into their bank accounts, but this is SIMPLY NOT TRUE. You can improve your computer's performance hugely, drastically, geometrically, a lot, and yet still have enough for a bag of chips and the bus fare home. How? Well, take ram.

DO NOT attempt this at home.

TAKING RAM

What is ram. What is it? Exactly? What is ram? The answer is at once surprising and after this semicolon; it's silicon. Or, in laymen's terms, dirt. Why spend £200 buying a ram expansion when there's dirt all around us? The answer, of course, is that it's very pure dirt – no contaminants can be allowed to slip through. Precisely, in fact, like the dirt one gets in the soi-desant 'Grobags' one can get from out-of-town garden centres or plain old-fashioned shops.

The problem lies in deciding the exact amount of ram each bag contains (computers must have ram in discrete blocks). Trial and error is called for. Remove the trapdoor cover from your ram-hungry A1200, push in a few handfuls of soil (taking care that your hands are clean, and you're free from static electricity), and replace the cover. Simple and cheap, and also inexpensive and easy to do.

If you find that, after pushing soil into your computer, it no longer works, then you probably did it wrong. (This is why removing the trapdoor cover voids your warranty.)

TELL ME MORE

It's a sinister fact of the computer world that the Amiga can easily output to a TV, and it'll cost you

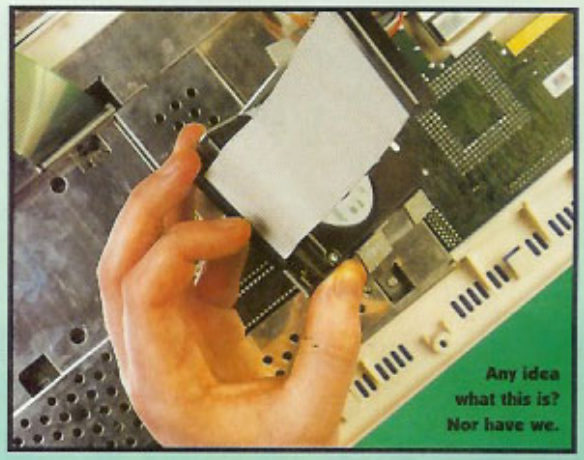
What on or? Eh?

about £200 if you want a monitor for it. While a PC generally comes with a monitor, but if you want it to output to a TV you need to buy a special adaptor – which costs about £200. Just because I can't quite figure out what, does not mean I'll ever believe that this doesn't reveal something very important.

Still, with all the advantages of a TV, a monitor gives a much sharper, clearer picture, for £200. Now, if you're like me, you probably live in the West Midlands, think the Rolling Stones are hugely over-rated and hate brazil nuts. More to the point, you probably don't want to shell out, or pay for that matter, £200 if you can avoid it. Fortunately, if you want the picture quality without paying for a monitor, there is a quick and easy solution. Simply borrow a friend's.

For real gaming excitement, though, you can't beat a big screen. Ideally, you want one of those huge, projection systems they use to show satellite football matches in pubs. First, get into the pub – this may be a problem for the younger readers, but you'll find that wearing your dad's jacket and saying things like, "Pint of Bitter, like you always have, Barry?" very loud will fool most landlords. Under the jacket, you'll have room to conceal your Amiga, its power supply, and probably a couple of chairs.

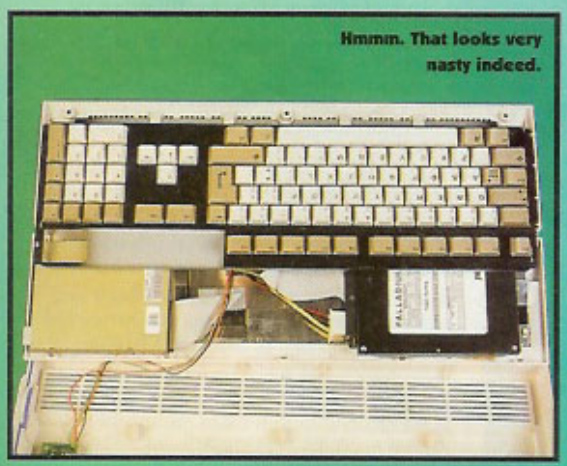
Sneak up to the projection equipment, sit on the chairs, and quickly connect your Amiga (this may involve attaching some wires, or perhaps plugging some things in somewhere). Load *Shadow Fighter*, and away you go; massive screen, booming sound and endless gaming pleasure while the rest of the pub thinks they're watching the big fight from Las Vegas. For that hyper-real sensation, just stare at the girlfriend of the man with the most tattoos for a couple of minutes, and actually feel blows to your head and torso as you play.



Any idea what this is? Nor have we.

BUT WHAT ABOUT FLIGHT SIMS, BIG-NOSE?

And flight sims can be enhanced without spending a fortune to turn on all the detail. Play while sitting on a washing machine or spin drier. If you have a radio that can pick up taxi frequencies, tune to that and tape it to your head to mimic the radio-chatter in an attack helicopter. To give *Gravity Power* a whole new lease of life, simply hire a Boeing 747 and – while diving to simulate zero gravity – play against a chum amid a dramatic juxtaposition of real and on-screen physics. The beauty of this is that *Gravity Power* was given away on AP 50's cover disk, so it costs virtually nothing.



Hmmm. That looks very nasty indeed.

DID YOU SAY VIRTUALLY?

Talking of 'virtually' leads us to virtual reality. It's available as an upgrade right now, but – golly – is it expensive. You can, however, gain total immersion in a world of swirling, coloured shapes by merely taking hallucinogenic drugs; either naturally growing fungi, old favourites like LSD, or one of the range of new 'designer' drugs. The advantage of this approach is that not only don't you need to upgrade, but you don't even need a computer.

The downside, of course, is that you may die, be severely brain-damaged, get arrested, thrown into the cells and convicted of substance abuse, suffer serious injury while under the influence of the drugs, or be plagued by vivid and harrowing flashbacks for the rest of your life. It's swings and round-a-bouts, really.

THOSE ARE THE FACTS.

And even if every single computer company takes legal action against Future Publishing, even in the face of crippling court costs and liquidation-inducing damages, even if editors are threatened with custodial sentences, AMIGA POWER stands behind every word.

DO THE write thing

Football. Tennis. Cricket. And we're doing rather well at all of them. Worrying isn't it? If you can't rely on the British to do badly at sports then what is certain any more?

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"EVER GET TO SNOG A GIRL LIKE NORMAL"

Dear AP,

Martin's claim that he was the only reader of the classic magazine Gary Lineker's Hot-Shot! was amusing but, sadly, incorrect. I too, in my formative years, read this wonderful piece of football journalism before it was cruelly inaugurated into Roy of the Rovers.

I still remember it clearly. Stories like 'The Playmaker', about a 15-year-old who, instead of worrying about his acne-ridden face and when he'll ever get to snog a girl like normal youngsters, spends his spare time captaining his local team and surprisingly, playing for England.

Comic strips like 'The Goalkeeper', about another pre-pubescent player whose Dad also played in the aforementioned position, complete with the comedy 'looking through Dad's scrapbook and finding a story which, defying all odds, repeats itself the next day', stories never seen in such abundance since 'Billy's Boots'. "But what exactly has this got to do with games, except that you used to buy Hot-Shoe in a SuperDoubleBarrelMagazine-Cartridge with your Sinclair?", I hear you ask after gasping for air. Well, there was a kick-off style footy game called *Gary Lineker's Hot-Shot* on the Speccy. It was crap.

GOODBYE.

Brett Davids, Loughborough

Martin is disturbed that he shares so much in common with Brett. He has left.

"GREAT TO US THE HUMBLE"

Dear (insert name here)...

Feel the warm appreciation coming towards you from this letter. Close your eyes and think of nothing but a huge number of readers who are all worshipping you because of that FULL GAME game you gave us last month. I thank you from the bottom of my empty wallet for this fine example of giving something great to us, the humble readers, so that we stick with you in these days of Evil-Mega-Global-Corporations. WHO DON'T SEE THAT AP HAS THE FUTURE!!!!! I agree with a lot of the letters sent to you by those gits, mostly living in Britain, but they should not moan that hard. You, I'm talking to those gits now, still have access to a lot of new games coming on the market. I mostly have to wait up to 6 months before I can get *AB3D*, for example. Sometimes these games are not even on sale in good old HOLLAND. Therefore I thank AP because they still find ways to survive the pressure of the SMGC-devils. Filling up AP with stuff other than games is fine to me, but try to keep a link between games and the stuff you use to fill up AP with. I don't see the connection between the AP-files and games. Do some more like The Best Amiga Footy Games or the history of pinball. Before we, the readers, can say NO you will be doing something about How To Create Your Own Nuke Rocket or The Guide To Make Your Hamster Self-Destruct, except for BOB because this is the new world leader. Please don't make AP to something THE ONE used to be, it would mean the deaths of many loyal readers. And to end this letter and make you feel better I must say that I liked the humour on page 60, no really!

And, erm..., Holland is going to win EURO '96, I am certain of it I think. Or do I, OR DO I, actually I don't.

SAPPER-DE-FLAP and AUFWIEDERSCHNITZEL,

Heinz, the red, fat cat from Holland (not related to baked beans and EEK the cat.)

PS Holland 3-1 Ireland – one down many to go Martin. Aha-ha-ha-ha!

Oh how deliciously wrong you were Heinz. We will say "4-1" to you. Once. Quietly.

"SHREDS BY THE MIGHTY"

Dear AP,

In the 'Just Who Do We Think We Are?' section of AP62 you asked Martin Axford something footy-related and he pretended not to have heard the question. However I can now exclusively REVEAL THE TRUTH. As a Notts County fan he was unable to even think about football after his team were ruthlessly torn to shreds by the mighty Bradford City (that's my team by the way) at Wembley in the division 2 play-off finals. He no doubt couldn't bear the thought of being condemned to another season in the dreadful division 2 with glamourous ties against the likes of Bury, Gillingham *(Doesn't do*

AP GOODY BAG winner

"THEM IN BULK"

Dear AP,

I was overjoyed to read the letter from Duncan Timiney in AP60. So I'm not the only one who absolutely adores Tooty Frooties. They are the ultimate crunchy, yet chewy sweet of CHAMPIONS. Even the way 'Frooties' is mis-spelt amuses me after all these years. I urge you all to buy Tooty Frooties for the mere price of just 29p! Yes, just 29p! (By the way, if anyone sees them cheaper anywhere else, tell me and I'll gladly catch the train to buy them in bulk).

While we're on the subject of food and drink, Vimto is the NECTAR OF THE GODS (although it falls way behind F-max, natch).

It amuses me how some people believe the Amiga will somehow rise from the ashes like a beige, plastic phoenix because it's been bought out, again. IT'S NOT GOING TO HAPPEN. It's not that I'm unsympathetic, but the dwindling size of AP confirms the Amiga death dive. I don't know what I'll do without AP. I'd rather sell my soul to DIABLO HIMSELF, than see AP plunge into obscurity.

Anyway, the Abbots Langley carnival is heading down my road (led by the King of Abbots Langley himself, I believe) so I must leave you now, the sound of marching bands approaches (loads BB gun in readiness for shooting the hats off passing majorettes). Bon Voyage!

Lewis Packwood, Abbots Langley

P.S. I have enclosed Ant-and-Dec-on-a-stick™ for you to play with. Great fun, and easy to make!

DO THE write thing

'em any good. – Bizarre Jokes Ed) and, of course, Bournemouth.

(And the letter went on, and we became tired of reading about football. – Ed)

Paul Duree, Guildford

"COUGH, PLOUGH, ROUGH, THROUGH AND THOROUGH"

Dear AP,

Having chosen English as the preferred language in the EEC (now officially the European Union, or EU), the European Parliament has commissioned a feasibility study in ways of improving efficiency in communications between Government departments.

European officials have often pointed out that English spelling is unnecessary difficult; for example: cough, plough, rough, through and thorough. What is clearly needed is a phased programme of changes to iron out these anomalies. The programme would, of course, be administered by a committee staff at top level by participating nations.

In the first year, for example, the committee would suggest using 's' instead of the soft 'c'. Sertainly, sivil servants in all sities would resieve this news with joy. Then the hard 'c' could be replaced by 'k' sinse both letters are pronounsed alike. Not only would this klear up konfusion in the minds of klerikal workers, but typewriters kould be made with one less letter.

There would be growing enthusiasm when in the sekond year, it's anounsed that the troublesome 'ph' would henseforth be written 'f'. This would make words like 'fotograf' twenty persent shorter in print.

In the third year, publik akseptanse of the new spelling kan be expekted to reach the stage where more komplikated changes are possible. Governments would enkourage the removal of double letters which have always been a deterent to akurate speling.

We would al agre that the horible mes of silent 'e's in the languag is disgrasful. Therefor we kould drop thes and kontinu to read and writ as though nothing had hapend. By this tim it would be four years sins the skem began and peopl would be reseptive to steps sutsh as replasing 'th' by 'z'. Perhaps zen ze funktion of 'w' kould be taken on by 'v', vitsh is, after al, half a 'w'. Shortly after zis, ze unesesary 'o' kould be dropd from words kontaining 'ou'. Similar arguments vud of kors be aplid to ozer kombinations of leters.

Kontinuing zis proses yer after yer, ve vud eventuli hav a reli sensibl riten styl. After tventi yers zer vud be no mor trubls, difikultis and evrivun vud fin it ezi tu understand ech ozer. Ze drems of the uvermnt vud finali hav kum tru.

Cheerio,

The Modern Idiot

Um. Yes. And did anybody else notice how uncannily like German it all sounds at the end? Remember, truth is stranger than fiction.

"IGNORED"

Dear AP,

Startlingly, it is now a whole 20 months since my name was first printed in your hardy perennial. And as your age in months rapidly approaches and surpasses mine in years, I have become sudenly over-come with wisdom at my relative old-age in terms of letter-writing. No doubt I'll soon be playing bowls with Stuart 'N for Notdullatalloranythingno-siree!' Hardy. But I digress.

In looking back at my career of repeated insults and ignored requests for a job, I have noticed how, despite all the possible happenings in the world, AMIGA POWER's paged history has strangely mimicked mine. Observe!

1) My first letter. I grumble about all the good that has once been, but is no longer. AMIGA POWER's Issue 0 tells of old Amiga games – The First Link That Is Undeniable.

2) Slightly less than half-way through my letter-writing life, one of my literate insults causes outrage nationwide. Hundreds of people (Well, Henry The Lion from Bromley) demanded I be immediately removed from the Letter Writers Union. AMIGA POWER? The *Cannon Fodder* Fiasco.

3) Despite my quality improving gradually (eg I stopped using the term 'Yikes!'. God I was innocent back then), I was suddenly struck down by a complete lack of interest. My letters dropped in length, and soon I could no longer afford my customary felt-tips, but mere biros. Thus this finally and irrefutably shows unmistakable similarities to AP's untimely demise.

So what does the future hold for us both? Will I be joyously joined at the hip with Isabelle Rees, as AP is munched by the salivating mandibles of Amiga Format? Or will you spend months revising for ultimately meaningless exams?

It could just be a coincidence. But hey, that would ruin a perfectly good idea of a letter to your glorious selves.

See ya soon,

Brett Davids, Loughborough

PS Spy Hard? Spy Crap, more like.

You've never seen us. You never will.

"VERY LITTLE IDEA"

Dear AP

People should stop shouting at you. Why people persistently complain about the mag size I don't know. I mean, how many times have you told people it's BEYOND YOUR CONTROL. I shouldn't have done that writing in capitals thing, it's much over used. How can people describe your psychic special and JFK special as unimaginative? Even if it isn't to their taste, it must surely still be imaginative. When are we getting the Four Cyclists' Guide To The Apocalypse?

You know, I've very little idea of when to use a semi-colon. That you CAN blame entirely on schools. I was taught english grammar for about an hour at the most.

We're going over to the csgi machines now so this is the end for now.

Derek Williams

P.S. I'll support AP till the day it dies. So there.

Thanks. We think. Let's hope the 'csgi' machines help you.

"ACCUSED OF BEING"

Alright?

I just want to set the record straight. I am NOT a pedant (or, indeed, a pendant. Although as far as I'm aware, I've never been accused of being a pendant. So just forget I said that) or a scoundrel *(A scoundrel? I like the sound of that – Han solo).* As the great-but-not-particularly-famous-in-the-UK Dexter Holland once sang, 'I may be dumb, but I'm not a dweeb – I'm just a sucker with no self-esteem'. But then again, that's not really fitting with what I was talking about, so I'll just shut up and leave you alone again.

Dan Cowper, Oswestry

"DISGUISE OF A GAMES"

Dear Amiga Power,

At last, after careful research, I have the ANSWER to WHY J Nash's face has never been revealed to ANYONE outside of the AP office. J Nash is the NEXT MESSIAH! His face has been continually censored by the SINISTER MEGA-GLOBAL CORPORATION to prevent this fact from ever coming to light. If this event became known to the public, then J Nash would cast off his humble disguise of a games reviewer (not that it's THAT humble) and lead AP's readers and their families, on the CONQUEST of a LIFETIME. J Nash will dispel the SINISTER MEGA-GLOBAL CORPORATIONS, and become THE LORD OF ALL MANKIND. I look forward in hope to this day. Yours Completely Untouched By The Horned One-ingly (Happy now?)

Nicholas Leslie Brian Reginald Wilson, Reading

P.S. Why did you not print my full name in Ish 62? I'm the same guy form Ulverston, it's just that I've moved to Reading. PLEASE return MY name to it's FORMER GLORY. Thank you.

Funny Foreigner Corner

Dear Sir/Madam,

I do business in India. I run a General Store and am doing VDO Games business there, which is quite profitable. I have 16 Bit, Sega Mega and Super Nitanda-Seven and big games are running. But I want to make this business to look very modern with fancy VDO games. I want hence to expand VDO games business. I want to expand this work as it is quite profitable with no head-ache. Time passes very comfortably with recreation. I will come to yours after a month or two. I shall buy from you new items of VDO games e.g. CD game, 16 Bit, 32 Bit Computer games and in India no body may be able to compete with me for the years to come. Please therefore, write to me if the goods I want to buy are available at yours?

Please reply at your earliest.

Thanking you,

Bhajan Singh Bhamra, Punjab, India

Dear Sir,

Im willing to subscribe your magazins called Amiga Power at least for one year. Please send me your subscription forms and one sample copy of your magazine(s) through mail, if possible.

Thank you in advance and wishing you success. I am looking forward to hearing from you at your earlist cinvenience.

Yours sincerely

Dr. Arash Khalili, Esfahan, Iran

SECRET SMALLS

SOFTWARE

● *Settlers* £8, *FIFA Soccer* £8, *Populous II* £6, *Frontier Elite II CD* £5, *K240* £6, *Theatre of Death* £5, *Alien Breed 92* £4, *Nick Faldo's Golf* £4, and lots more boxed originals at low prices!
Derek Noble (01274) 665009

● For sale: *Curse of Enchantia, Wizkid, Cannon Fodder 2, Monkey Island 1&2, Railroad Tycoon, Settlers, Civilization* all £5. *Eye of Beholder 2* and hint book £8.
Isabelle Rees, 149 Purley Oaks Road, Sanderstead, Surrey CR2 0NZ

● Amiga books – Mastering Amiga C £10, Complete Amiga C £10, GFA 3.5 manual £5, Mastering Amiga DOS 3 (two books – £20), Easy Amos manual £10. All books with disks.
Dean Sharples, 27 Turbary Wack, Milnrow, Rochdale OL16 4JN. (01706) 339210

● *The Clue* AGA, *Rugby League Coach, Walker, F1 Masters, Pinball Dreams/Fantasies Special Edition, Fury of the Furries, Fields of Glory* £5-£10 originals.
Dave Smith (01228) 598796

● *Championship Manager '94* data disk – £5, *Sensible Soccer* – £5, *International Ed* – £5 or both for £7. All for £10 ono.
Steve Thomas (01495) 249279 weekdays after 6pm.

● For sale, cheap original Amiga & CD32 games from £2-£15. Please send for a full list of titles and prices.
Kristian Griffin, 41 Newhouse Road, Marton, Blackpool, Lancs. FY4 4JJ

● Will sell *SWOS* for £8, *Premier Manager* for £5, *Beast* for £5, *North and South* for £5 and *Terminator 2* for £3. Also *PGA Golf* for £7.
Anthony Lobelfo (01932) 867748

HARDWARE

● Amiga 500+ with joystick, mouse, manuals and games. £150 or nearest offer.
Billy Gilmour (01946) 813743

● A500 1Mb, Philips CM8833 Mk II monitor, cables, modulator, mouse, joystick, 2 joypads, manuals, lots of games, mouse mat, dust covers. The lot. For £250 ono.
Karl Corby (01590) 677126 after 6pm

● CD32 for sale with 10 games and a joypad. In good condition, with instructions, for £130.
Jeff Vernon (01904) 702653

WANTED

● Is anyone able to sell me an A-500 hard-drive? Make me an offer. Phone any time. Please.
Michael Platings (0181) 8403425

● *Colonel's Bequest* for A600 please.
Lisa Speakman (01782) 644633

● AMIGA POWER issues 1-39. Coverdisks if possible. Please.
Matt Williams, 220 Cressing Road, Braintree, Essex CM7 3PH

● *Arcade Snooker.* Mine was stolen. Can you help?
Kris Faulkner (01622) 678583

● *Castle Master, Star Control.*
Jude Nicholas (0181) 452 3216

● Wanted: any adventure or platformer games, in particular *It came from the Desert* or anything like it. Please phone now (or else!). PS Not A500 please.
James Goldspink (01480) 453 921

● Desperately looking for *A-train* for 500+ will pay £8 or swap for *Desert Strike* and *Special Forces.* Please please please help.
Robert Clarke (01474) 812857

● I'm desperate to get a copy of the new *A320* sim.
John Elliott (01904) 765309

SWAPS

● My *Worlds of Legend* and *Nick Faldo's Golf* for your *Ultima 4* and *Ultima 6.* Must be in good condition with all manuals.
Michael Hall (01244) 544230

● Swap *Global Glads, Pinball Dreams, Striker, Batman, T2, Sleepwalker* and *Dizzy* for *Shadow Fighter A1200.* Phone Mondays after 6pm. All boxed with manuals.
Sam Rowlands (0181) 8529905

● Boxed originals: *Stardust, Project X, James Pond, Populous, The Immortal, Cruise for a Corpse, Stunt Car Racer,* swap any two for original copy of *Eye of the Beholder 1* and/or *2, Worms, Civilization, Base Jumpers* or *UFO* (for 500+).
Lance Bairo (01824) 705766

PENPALS

● Amiga owners from all over the world. I own an A1200 and also a lot of games to swap with you. 100% reply. I'd like contacts from Manchester.
Ilias Kafouros, 34 Serifou Str., Kaminia Pireas, 185 41, Greece.

● I'm a 13-year-old boy who likes the X-files. I'd like a pen-pal boy or girl to have a laugh, ages 12-15. 100% reply.
James Pilkington, 37A Manor Farm Road, Huyton, Liverpool.

● A computer mad female seeks fun-filled penfriends ages 15-25. I love indie, alternative and rock music and adventure games. Write soon. I can guarantee a 99.9% reply.
Emma Dickinson, Maplewood, 4 Low Farm, Bradbury, Co. Durham TS21 2ET

● A600 owner wants to swap games, especially old classics.
David Shaw, 8 Oak Avenue De La Pole Avenue, Hull HU3 6RP

● Anyone from all over the world with an A1200. To swap games and talk about X-files. Get writing now!
Daniel Bardsley, 14 Gorse Ave. Alt, Oldham OL8 2HQ

● I'm a 21-year-old guy into sport, music and computers. So get into writing girls if you're between 16-21-years-old. 100% reply. Photo?
GL Higginbothom, 136 Lindhurst Road, Athersley, North Barnsley, S. Yorkshire S71 3DG

● Male Amiga owner seeks female A1200 owner age 12+, photo required. For 100% reply (possible relationship?).
John Dixon, 11 The Spinney, Borrowash, Derby DE72 3FT

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"JEER AT HER AS SHE THRASHES"

Hi,

I'm a delicate soul. My mental-well being hangs by so slender a thread I feel as if I've been cast into a void, where no hope can penetrate. And now, when my mind is most fragile, I read Gavin Gunn's letter in AP 62, accusing me deceiving him in how to defeat Patty. I despair.

Gavin? You really are a complete cretin, aren't you? You've managed to lure Patty into the room that should be her charnel house, while facilitating your escape. Only a complete fool would, I misquote, "stand at the top of the stairs and jeer at her as she thrashes around below". You really think childish taunting will not fire Patty's heart with the polycarbon fuel of rage, giving her the energy to bound upwards and cast her awful seeds of destruction. Clearly you are a buffoon, and I find it unbelievable that your slurs should tarnish my pristine reputation.

On the other hand Mills' sterling God versus the Amiga article was superb, though I was slightly disheartened to find that he shied away from the central point: while we're unsure whether God made man, or man made God, we can be firm in the knowledge of the relative creatordom in the Man/Amiga relationship, even to the level of identifying the Californian man in question.

All this is beside the point. Mills? I think I love you.

Eternally anyone's,
C-Monster

"GO BUT LAST WEEK"

Dear AMIGA POWER,

My son is on his third Amiga now and I get very upset when we have to part with the old one. When the first one went I was really sorry to see it go, but last week when our trusty 600 was sold I was really upset. It had been away on holiday with us a few times and we'd even had a table built specially to put it on.

Does everyone hate parting with their old Amigas or is it just me?
Vicky Hedley (a soft mum), Nelson, Lancs.

"CONVINCED MY COBBERS TO BASH"

G'Day AP,

I have come here today to warn you of a force. A powerful, evil force that is upon us. I am , of course talking about the SINISTER MEGA-GLOBAL CORPORATION commonly known as America.

Yes, America is currently brainwashing the kids of today with sports such as Basketball and Baseball, and those ridiculous baggy pants. I remember the days when children played Football and Cricket, and they wore sensible pants.

There is something that can be done to stop this invasion. I have already convinced my cobbers to bash anyone that uses the word 'Dude' in public, into a bloody pulp with an iron bar, and I suggest you do the same.

So take heed of this warning as it may happen to your country next. Remember, Big Brother is watching You... in the bathroom... with that dirty magazine.

Whoops, got to go. My Kellogg's Pop Tarts™ have just popped up.

Yours allegedly,
Ben 'WildBoy' Riley, Maddington, Western Australia

Well. We'd heard that Australians were uncouth, but really...

"NEXT IT HURTS"

Dear AMIGA POWER,

Following the detailed investigation into the 'Jolly

DO THE write thing

Rancher' confectionery phenomenon that I conducted yesterday teatime, here are the results:

Gadzooks!, I screamed in a sissy '70's cartoon sort of way, as I finished acid-stripping my way through the first four flavours, strawberry, cherry, apple and orange. These are good, not only are they sweet which is what sweets should be like, but they have a real natural flavour, as if there's real fruit in 'em. This particular train of thought ended when upon looking at the ingredients on the packaging, I discovered the word 'flavourings'. Now, either the manufacturers are being humble by not declaring that the aforementioned sweets contain luscious fruit juices harvested from the best plant matter the earth has ever produced, or like faceless corporate dogs, they've used a cheap set of flavourings derived from fungus that grows on the backside of a Peruvian Yak, to fool my poor rotting tastebuds. This troubled me for a few seconds, but in my five minutely inspection of my wallet I noticed that I'd only spent 27p per pack, so I forgave Leaf UK and continued with my meal.

Then it happened. I should have taken more notice of your writings on Jolly Ranchers, I should have stayed clear. Yes, I entered the WATERMELON ZONE! Little can be said of what happened next, it hurts too much. All I can tell you is that I had to defeat the golden dragon and rescue the princess from the evil sorcerer's fortress, before I could re-align the quasi-temporal time matrix and return to my own dimension.

To sum up, the moral of my story is, DON'T EAT JOLLY RANCHERS. For every watermelon 'flavour' Jolly Rancher eaten, you lose seven hours of your life and three Peruvian Yaks are butchered.
Yours,
Alex Smyth, Sheffield

AMIGA POWER,
Cool time in Sheffield! home now!
Vi gor det problematisk at vaere kroatisk.
Henri Schlosser, Arhus, Denmark

We don't know either, but suspect it has something to do with (sigh) football.

"SPEED THE SWINISH COMPUTER"

Dear AP,
Yes it's me again, and yes, it's another letter singing your praises, but I'm afraid it really can't be helped. You see, even though AP62 was six pages smaller, had only one coverdisk and still cost £4.50, it was one of the finest issues ever, succeeding even in these troubled times to bring – wait for it – JOY and HAPPINESS to your loyal readers. The single coverdisk would have been extremely worrying were it not for the fact that it contained the absolutely spiffing *F1 World Championship*, which I have been playing avidly since I got hold of it. I have found the scorchingly fast speed, the swinish computer opponents and the ability to recreate exciting racing moments highly pleasing – what other driving game allows you to play as Michael Schumacher, swerve cynically into Damon Hill as he approaches from behind and then claim it was an accident? And as for the two-player mode, well, it genuinely is quite superb. It is most amusing to shunt the other player off the track and into a scary collision with an enormous concrete bridge, and then listen to them swear viciously as they desperately wrestle with the joypad in an attempt to get back into the race. Once again, I find myself humbly thanking the mighty beings that are AMIGA POWER for the gifts they have bestowed upon us. Mind you, whoever decided to use 'up' to accelerate clearly has an intense dislike of people – my thumbs have developed blisters the size of 5p pieces.

Also of great note were the splendid football features – they made me laugh greatly, and considering that I completely, utterly despise the loathsome sport (from being made to play it at school for eight years by a PE teacher with the intelligence of a daffodil), that's no mean achievement. Oh, and using the back of the cover as an extra page was a stroke of genius – particularly in the light of the reduction in size of the magazine at the hands of YOU KNOW WHO. Anyway, I'm running out of superlatives so I shall sign off for now. Incidentally, with the exception of myself and a few others, you are quite right about students not being able to write properly. For example, in my English Literature class a few weeks ago, I happened to glance at the essay of a colleague. They had spelt the name of a certain well-known Shakespeare play as 'Henerie the Fith'. God Almighty.
Yours, writing correctly,
Matthew Smith, Street

P.S. How the hell did Tommy play pinball so well? I've been listening to 'Pinball Wizard' on the Number One Movies Album, and quite frankly, the suggestion that he 'plays by sense of smell' is utterly ludicrous. When was the last time you saw anyone in an arcade with their nose jammed against a pinball table?

STEVE SAYS: You've obviously never see me play pinball, even though you only live a few miles away. Pressing my sensitive nose against the glass case enables me to intuitively feel the vibrations that come from the flippers, bumpers and balls. Armed with this knowledge I become a super pinball player capable of gaining a whole evening's entertainment for the price of a game. It is not of course, as has been cynically suggested by some of my workmates, a ploy simply designed to stop me from falling over. Oh no.

"MOVE MY ARMS NOW DRUGGED"

Dear Spoon Owners,
You're not going to like this letter, but the very fact of your having read this far CONTRACTUALLY OBLIGES you to carry on with the rest of this tosh of my creation. Why am I writing to you? 'Tis a long story my pamphlet-producing palookas. I didn't go to work in "that horrible place" (which will remain nameless) today because I've pulled a selection of interesting muscles in my back and basically can't move my arms. Good, eh? Or at least couldn't move my arms. Now, drugged to the eyeballs with Ibuprofonol (or whatever they put in Nurofen), I can just manage to sit up in bed and read a magazine...

So it's 3am and I'm re-reading all my AP back issues, weeping gently as it shrinks in my very hands. As I read the TV schedule in the Canoe Squad pull-out I notice a glaring error of author attribution which will no doubt worry you not; any irate lawyers will be re-educated by members of SMGC, no questions answered (or the four cyclists, perhaps? So no worries there then. None at all. No.

Now the happy, upbeat bit.

F1 Championship thingy was great, so much praise and adulation is due. The same goes for *Super Foul Egg* and all the other goodies. The features are getting funnier and funnier and (AND!) the games-per-month quota is firmly above one! Huzzah!

The unrelated bit.

I thought 12 Monkeys was great, actually getting most of the time travel stuff bang on. Although I did get a sore *("Canadian rum decanter with matching glass" – Ed)* watching it all in Bromley cinema. (Near Henry's house.)

Ooh! My back's gone again. I'll just limp to the post box and deposit this with my mouth... (I would e-mail but college is ended! Ha Ha! Ha.)

Seeya all (maybe)
Dominic Conneally, London
PS Did anyone else see Tori Amos at the Royal Albert Hall? Wow.

"THANK THIS MAGAZINE FOR ITS CONTINUING"

Dear Sirs,
Firstly I would like to thank this magazine for its continuing support of the Amiga in spite of recent problems. secondly, the Amiga's current situation is frustrating to the highest degree and Amiga Technologies is way overdue for some serious rethinking of their policies. They are going to have to do better than an Internet pack to save the Amiga.

The base model Amiga has to compete with the mid-range Pentiums now as the IBM DX2 and DX4 series is practically obsolete. What this means is that most IBM software is now written with Pentiums in mind. Now who on Earth wants to convert this level of software to a 14 MHz 020? Or even a fast 030? Impossible! While the AGA chipset can do its bitmap voodoo and make high end Pentium users green with envy when it comes to 3D texture mappped games, which let's face it is all the rage these days, even a fast 030 will have trouble against a mid-range Pentium. Forget the 030, the A1200 needs a fast 040. No, not 25MHz but 33 or 40 MHz. But what about the A4000 I hear you say? *(Oh no you don't. – Panto Ed)* Well, for a starter, this is supposed to be a serious machine (it is priced like one) but at 25 MHz it hardly is...
Clint Edwards, Australia.

And so on for over three pages of closely typed text. We thought we must have opened Amiga Doormat's mail by mistake but no... Clint wanted to share that with all of us. Weird.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

Or email us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages, okay?

One day they'll invent machines that write snappy and witty introductions to regular features without blinking an optical device. Until then you'll just have to put up with more of this sort of nonsense. Sorry.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Very very good ★★★★★ Very good
★★★★ Good ★★★ Not good
★★ Bad ★ Very bad

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher's Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year and remember WE'RE ALWAYS RIGHT.

WHO'S WHO AS – Andy Smith ● CN – Cam Winstanley ● JD – Jonathan Davies ● JN – Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● MA – Martin Ackford ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Dodge ● CM – C-Monster ● TK – Tim Norris ● DG – Dave Golder

AIRBUS A320 2
Mirage £30

AP58 24% JD
It is a convincing simulation of the A320 Airbus – even more convincing, if you can imagine such a thing, than *Airbus A320*, whose sequel it is. You fly an A320 Airbus hither and yon. You take off. You land. There are many realistic instruments and controls. ★

ALIEN BREED 3D A1200
Team 17 £30

AP56 91% JN
Amazingly amazing *Doom* – but on the Amiga contender that crushes *Fears* technically and takes *Gloom's* side in being terrifically hard and fun to play. More sophisticated than *Gloom*, but oddly (though not at all disappointingly) more blasting-orientated. Run around and shoot things; run up stairs and shoot things; run across bridges and shoot things; run through water-filled passages and shoot things. Still no option to look up and down (you'll get confused in more than one helter-skelter shootout) and twittery even on a 'fast RAM' machine (brownie points though for not shirking the vastly complicated many-monster ambushes just because of slowdown) but stuffed with 'vavoom!' and absolutely entertaining. Terrible deathmatch game, however, and our copy wouldn't work from hard drive. ★★★★★

AMBERMOON
Thalion £36

AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

BEHIND THE IRON GATE
Black Legend £25

AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BREATHLESS
Power Computing £30

AP58 56% SC
It's *Doom* – but on the Amiga. For the fourth time. It's terribly close in look and feel to *Doom*, except that it's not nearly so much fun to play. From the lava pits to the frustrating password system, rather too much about *Breathless* has been badly thought out. If you want to wander up and down grey corridors and occasionally fight impossible fights with naughty people then this is the version of *Doom* – but on the Amiga for you. Otherwise you'll be happier with *Gloom*.
★★

BLOODNET A500+
Gametek £30

AP50 89% JN
Exactly the same as *Bloodnet AGA*, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper. ★★★★

BRUTAL
Gametek £20

AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.) ★

CITADEL
Black Legend £30

AP56 67% PM (69% A1200)
We're getting incredibly fed up with games that blow it with such an obvious fault that it staggers the mind to think how they missed it. *Citadel's* is that guns and ammo are severely limited so that what should be *Doom* – but on the A500 turns into a dismaying game of running away and avoiding things. Just think. You're not bound to a single path through the levels, you can set fire to people, there are locked doors and teleports and that, you can elect either to escape a level or search for bonus objects and it runs comfortably on an A500 (no, really. Really) and – erk – you spend your time running away and avoiding things. Dickersome things like having to hit monsters centrally and LOSING ENERGY WHEN YOU BUMP INTO WALLS slip away in relation. Faster and bigger on an A1200; hence the extra 2%. ★★★

CLUB AND COUNTRY
Boms £30

AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manner. ★

COALA
Empire £25

AP56 78% CW
Thanks to *Coala's* Virtual Cockpit!™ you can zoom up to things then look out of the window to blast them sideways, and thanks to the open-endedness of it all you can whizz around any old where and even choose your side (by popping at someone from the other, natch). But there's no structure at all to the game so you rapidly end up flying around cluelessly, and it's a bit silly to have battles where by merely turning up you décide the outcome. It has excellent scraps, but you have to work hard to get into one. There should've been more to do than flittering about (blowing bridges, for example, or toasting convoys) and without any sense of direction or achievement, you give it up within a few hours. Pity.
★★★

COLONIZATION
Microprose £35

AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of

the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

DUNGEON MASTER 2 A1200
Interplay £40

AP56 50% CM
Spook. Eek. And, indeed, yikes. Seven years after *Dungeon Master*, they've done it again. Exactly the same. Except you need a hard drive, the game reacts slowly to your commands, buffers them so you go out of sync and has sets of numbers instead of (for example) characters. The few good ideas (automapping, neat shop sequences, above-average puzzles) are wasted. ★★

EXILE A1200
Audiogenic £30

AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. I certainly thought it was quite fabulous. If you can cope with the keyboard madness controls, go for the otherwise identical original, now out at £15. ★★★★★

EXTRACTORS CD32
Millennium £30

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

EXTREME RACING
Guildhall £30
AP58 59%
(Expanded A1200 69%) DG
A technically very impressive attempt at a sort of *Mario Kart* – but on the Amiga that needs at least an accelerated A1200 to run at any kind

of entertaining speed. On an unexpanded A1200 it's very slow, even when you tweak the display options to maximise performance. The controls are 'ropy', too. ★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30

AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly (They didn't of course). But you'd still be better off buying the original. ★★★

FEARS A1200
Guildhall £30

AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Exceedingly foolish, Mr Bond. ★★

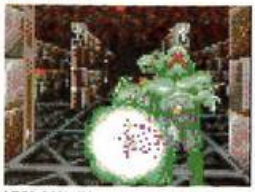
THE FINAL GATE
Alternative £15

AP61 20% AS
It's FMV. You shoot things. It's terrible.
★

FLIGHT OF THE AMAZON QUEEN
Renegade £30

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

GLOOM A1200
Guildhall £30



AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* surpasses it, while *Fears*, disappointingly, does not.
★★★★★

HIGH SEAS TRADER
Impressions £35

AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

HILLSEA LIDO
Vulcan £13

AP57 54% (Hilsea residents 60%) TN
Sub-*Theme Park* end-of-pier sim with fish and chip shops instead of burger bars, dinghy hire instead of of teacup rides, and spectacularly odd theatre shows instead of rides exploding entertainingly. Competent, but not as good as *Theme Park*, so contravening Law 10 of Kangaroo Court. Tsk.
★★★

HOLLYWOOD HUSTLER
Desert Star £25

AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH. ★

LEADING LAP A1200
Black Legend £26

AP57 57% TN
Well-intentioned first-person racing game with dozens of tracks and five special-car characters, but it's JUST ANOTHER DRIVING GAME. Essentially it lacks 'ooomph' (or, indeed, 'vavoom!'); specifically, why not play *F1GP* (for realism) or *F1* (for 'whizz')? There'll be an A500 version along shortly, we are informed. ★★★

LEGENDS
Guildhall £30

AP61 80% JN
An impeccably executed, vividly imaginative and thoroughly enjoyable Zelda-esque romp that is only flawed by the absence of a save routine and instead gives you (harrgh) continues. Tsk. However in every other aspect this game is a delight from the pleasingly soothing music to the sublime animations and beyond to the superior level design. If only every Amiga game was this much fun to play.
★★★★

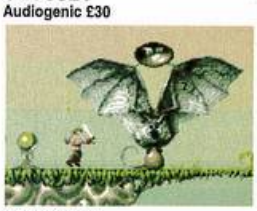
MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course. ★★

OBSESSION
Merlin £30

AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

ODYSSEY
Audiogenic £30



AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

PINBALL ILLUSIONS CD32
21st Century £30

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

PINBALL MANIA A1200
21st Century £30

AP55 11% JN
Exquisitely poor pinball game purporting to be the sequel to *Pinball Illusions*, but by someone completely different. Badly programmed (the ball physics are particularly amateurish), badly designed (only one of the four tables is at all fun, but none are exciting) and 108 times less snazzy than the A500-compatible *Obsession*, it's a joke at £30 and an embarrassment as the lead game in the new A1200 bundle
★

PINBALL PRELUDE
Effigy Software £20
AP58 81% SF
Other pinball simulators attempt merely to simulate pinball, but *Pinball Prelude* makes use of the fact that the game is being played on a computer to include bonus levels and extras that could never be included on a real table. It's funny no one ever thought of that before. What's that? They did? But they never did it this well and for that reason *Pinball Prelude* is a ➤

fine game and no mistake.
★★★★★

PLAYER MANAGER 2
US Gold £30

AP53 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

PLAYER MANAGER 2 EXTRA
Anco £25

AP59 32% SC
A bit like *Player Manager 2* but with *Extra* bits. Which, sadly, fail to make it any better. ★

PREMIER MANAGER 3 DELUXE
Gremlin £25

AP60 82% MA
It's *PM3*, but with a 'Deluxe' on. The extra-value added 'Deluxe' gives it up to date team information (as long as you buy it before the end of the 95/96 season) and the Multi-Edit System which is intended to remove the need ever to buy another management sim (although it doesn't work on *SWOS*, natch). Complex. Comprehensive. Car blimey. ★★★★

PRIMAL RAGE
Time Warner £30

AP62 77% JN
The special moves are largely impossible and you can't use a two-button joystick (grr) but that doesn't stop this tremendously atmospheric beat-'em-up (let's face it, massive dinosaurs chewing each other to pieces somehow feels 'right') from being such fun to play that we heartily recommend it. Better yet it's hopelessly awful on the PC and consoles so Amiga owners win. Again.
★★★★

ROADKILL A1200
Guildhall £25

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness with no redeeming features. Truly awful. ★

SENSIBLE GOLF
Virgin £30

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOS*. ★★★

SENSIBLE WORLD OF SOCCER 1996
Renegade £25

AP57 96% MA
SWOS – but debugged, and with a few extra things such as controllable headers, ability stars and updated stats. It's back, and this time it works, as it were. Our highest mark ever in the history of all things, plus one. Be in no doubt that this is one of the finest games ever to grace a Philips monitor. Or indeed a clapped-out old telly. When linked up to an A1200. With *SWOS* in the hard drive.★★★★

SENSIBLE WORLD OF SOCCER EURO '96
Time Warner £20

AP63 85% MA
It's *SWOS 1996*. Again. With minor changes. ★★★★★

SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SLAMTILT
21st Century £30

AP60 90% TN
Four pinball tables – but on the Amiga. Not much (apart from the design of the tables themselves) to distinguish it from earlier releases by 21st Century apart from the fact that it's a bit better. Just one more go. Oh, please. I'll put the bin out in a minute. Just one more go. ★★★★★

SOCCER SUPERSTARS
Flair £30

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15

AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. An amazingly better game than the original.
★★★★★

SPERIS LEGACY
Ocean/Team 17 £30

AP59 50% JN
Imagine, if you will, a graphic adventure a bit like a certain Nintendo favourite – but on the Amiga. It has an air of Japaneseness about its graphic style which is a joy to behold and many of the puzzles are pleasantly challenging. But an equal number are infuriating and arbitrary and the result is a merely average game.
★★★

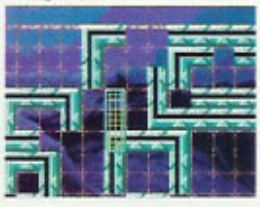
STAR CRUSADER
Gametek £13

AP59 17% SF
Uh-oh. Quite the worst blend of *Wing Commander* plot and *Elite* gameplay you could imagine. It may be cheap, but it's still not worth buying.
★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)

AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)z – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.
★

SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

SUPER SF2 A1200
US Gold £35

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a vanilla machine.
★★★/★★★★

SUPER SF2 TURBO
Gametek £20

AP60 25% JN
In this case 'Turbo' means 'jerky animation (with missing frames to mess up your timing), indecisive collision detection, and an absence of handicap and timer options'. To be fair it also means 'bigger graphics', but that's scarcely enough to make you want to buy it.
★

SUPER TENNIS CHAMPS
Audiogenic £25

AP56 92% MA
Deliciously excellent sequel to the AP52 coverdisk *Tennis Champs*, with temper tantrums, play-affecting court types, 16 different characters, tourneys, net-clipping drop shots, replays and the FOUR-PLAYER MODE OF CHAMPIONS. No option to contest line-calls (annoying), no Vinnie Vega after we put him on the cover (exasperating), slightly fiddly shot selection (acceptable) and no women (tsk) but – and here we speak with all the authority the rapidly-diminishing hesiodic theogony that is AMIGA POWER can command – one of the most deep-down gosh-darned fun games we have seen during our mighty lives. The *Super Skidmarks* of tennis games.
★★★★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but every level is exactly the same. If you want, you can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26
AP50 25% PM
Fussy to work with and foolishly

predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

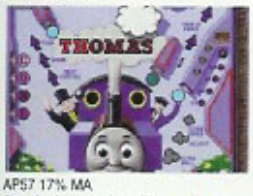
TEAM
Impact £30

AP57 42% TN
Try-hard *Sensi* clone with customisable bits (a variably-evil ref springs neatly to mind) but which misses the point – players all run at the same speed whether they've got the ball or not, for example, and it's incredibly difficult to control. Buy *Sensi* or *SWOS*, instead.
★★

TFX A1200
Ocean £40

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

THOMAS THE TANK ENGINE PINBALL
Alternative £17



AP57 17% MA
Amazingly poor pinny licence from the people behind *Pinball Mania*. "For children," which makes it all the worse as there's no excitement and no evidence of imagination. Instead of, say, making trains move around or the Fat Controller steal your ball, or something, you get to turn on lights and then some more. Of them. ★

TIMEKEEPERS
Vulcan £13

AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* trio. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise. ★★★★

TIN TOY IN THE HOUSE OF ADVENTURE
Mutation £15

AP63 67% SF
It fails all of the crucial Kangaroo Court edicts and yet is surprisingly fun. It is a platformer. With a cute character and eye-poppingly bright backgrounds.
★★★

TOTAL FOOTBALL
Domark £30

AP62 87% TN
A game that looks a bit like *FIFA* and has the playability of *Sensible?* An admirable intention, we thought, but surely one doomed to failure (it was cliché morning in the office). And yet... and yet... *Total Football*'s really a jolly good synthesis of the two. It's not quite a match for *Sensi*, but then nothing ever has been. What it is, however, is a good-looking and extremely playable football game.
★★★★★

TOURING CAR CHALLENGE
OTM £25

AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous. ★

TOWER OF SOULS A1200
Black Legend £30

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

TRACKSUIT MANAGER 2
Alternative £26

AP61 65% MA
Another football management simulation. Another wearisome set of statistics. Another chance goes (as they say, Brian) begging. Oh sure, you can't really blame games publishers for continuing to deliver very ordinary games like this when we continue to buy them, but a little bit of imagination would be nice every now and then. And it wouldn't hurt to make the statistics up-to-date would it?
★★★

TURBO TRAX
Arcane £30

AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

UFO A500
Microprose £26

AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30

AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

VALHALLA 3: THE FORTRESS OF EVE
Vulcan £18

AP63 20% TN
When oh when will people listen to the words of AMIGA POWER? Stupidly *Valhalla 3* repeats the faults of the first two games WITHOUT SHAME: vacuous puzzles, annoying design and that cheesy, grating voice that tells you that you already know what something is when YOU CLEARLY DIDN'T OR YOU WOULDN'T HAVE ASKED. Grr.
★

VIROCOP
Renegade £26

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VIRTUAL KARTING A1200
OTM £25

AP55 80% PM
Technically astounding race game which bills around (oh lord) Fully Texture-Mapped 3D and periodically spins the screen and changes perspective to show off but cuttles its gaming fish (and quite a fish it is, ladies and gentlemen, what with zooming around mere inches off the floor in a go-kart, jockeying for position *(Jockey For Position – what an episode of Pinky and the Brain that was. – Ed)* and driving off the track to fiendishly cut corners) with some silly, silly flaws. 'Up' to accelerate, for example, and the computer cars never, ever getting knocked about in a crash (you, on the other hand, will always be sent spinning). We're willing to forgive it that for the magnificent experience of the game (it's quite unlike anything else on the Amiga, if lacking a feeling of truly terrifying speed), but you'll be better off waiting for the two-player *Virtual Karting 2* just after Christmas.
★★★★

WATCHTOWER
OTM £30

AP60 41% CW
A seriously flawed *Chaos Engine* clone with poor controls and poorer graphics. It's extremely heavy going and not really worth the effort. Frankly. ★★

WORLD GOLF
Apex Systems £15

AP59 32% MA
If you're looking for a tedious computer golf game that seems to take longer to play as a round of real golf then look no further. This is it. It's not much to look at, either.
★

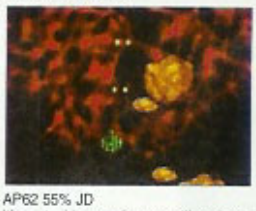
WORMS
Ocean/Team 17 £30

AP57 60% JD
Scorched Tanks, but 'clever,' which loses it almost everything it had in the first place. Entirely unnecessary extra weapons! Random wind to make everything randomly harder to hit randomly! Exploding dead worms severely damaging, for example, the worms who killed them! Extraordinarily strung-out games where you comfortably outnumber your opponent but his remaining worm gets a go every time you move! Mind-crushing tedium with more than two players as you wait up to 15 minutes for your turn! Play serviceably using only the bazooka and grenades! Excellent tunnelling bits! Amiga Format have stopped playing it now.
★★★

X-FIGHTER CD32
Thalion £TBA

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. Instead of this. Because it's better.
★★

XP8
Weathermine £20



AP62 55% JD
It's a stupid name for a scrolling shoot-'em-up, but *XP8* has its heart in the right place. Unfortunately it doesn't quite live up to its own good intentions and is, well, a little bit dull. Everything's there that ought to be, from spaceships and aliens to power-ups and asteroids, but the game just doesn't quite excite. Shame that.
★★

ZEEWOLF 2
Binary Asylum £30

AP58 90% (65% A500) CW
Still the excellently excellentest chopper blast game, sprucer than the original, and DEAD ENEMIES DISAPPEAR FROM THE SCANNER. Remote link vehicles are the just-enough-to-justify-the-2 Sequel Gimmick (drive a tank! Pilot a boat! Etc!) but they're not properly exploited, and there are some foolish annoyances (being bounced between buildings, the fantastically fantastic mid-air chopper battles being dropped for limited-ammo missions later on) which make you wave your fist a bit. A hugely worthwhile game nonetheless.
★★★★★

RELAX, RE-DO IT

The AP campaign for the return of pop star slogan casual wear.

The summer of '84 was the big summer of statement T-shirts. If your shirts didn't have somebody saying something about somebody or something else, then you simply weren't anybody. Frankie told us to "relax" and a third of the population thought this message suitably important to emblazon across their chests. It was hip to wear slogan Ts. It was trendy. It was the here and now thing to do, the (ahem) zeitgeist fashion statement.

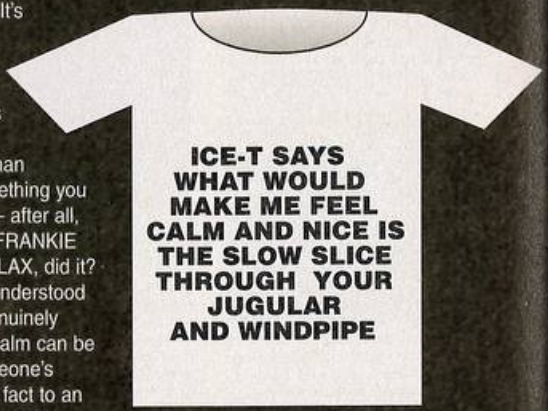
It was, of course, an intolerable situation, proving once again what a bunch of easily-parted-with-their-cash sheep the general population are. Remember deely-boppers? Exactly.

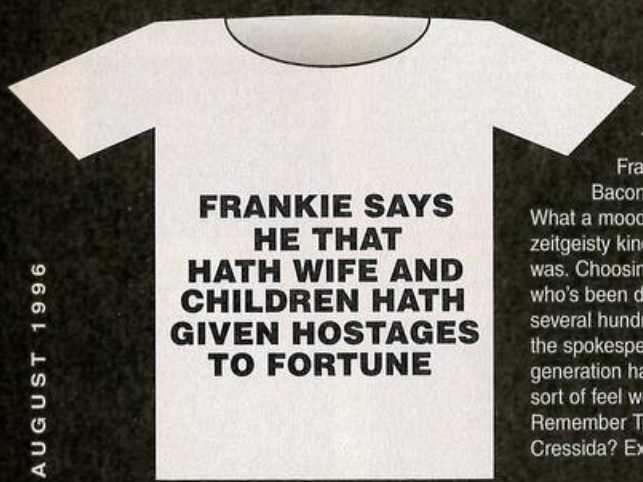
Why was it so rubbish? Because although they'd obviously like us to think otherwise, pop stars are simply musicians, not spokespersons for their generation, not world-changing ambassadors for peace and certainly not star-spangled funky gurus with all the answers. What they sing, say and think is, for the most part, completely irrelevant, and putting their missives on a T-shirt doesn't make it any more important or valid. In fact if you think about it, the fact that they're printed on casual wear just goes to show how cheap the whole affair is. However...

If a form exists, then it's AMIGA POWER's sworn duty to subvert that form. Therefore, this summer, THE statement to make is the deliberately ironic and/ or overtly sarcastic slogan T-shirt. Only through exposing these Pop Stars Gone Bad can THE TRUTH be disseminated. Only it's not as easy as slapping random crap lyrics on a cheap white T-shirt. We had to work this one through.

This is the ultimate in disposable, glib T-shirt statement perfection, and it's hard to top it. The words are short (so can be printed big), the band is readily identifiable and the oh-so-important message brilliantly conveys the Me decade that was the '80s. The best we can do is SUBVERT...

This fails on all counts. It's too long to fit on your shirt. It's not catchy. And it tells you Ice's view rather than suggesting something you could do yourself – after all, the original never said FRANKIE SAYS WE LIKE TO RELAX, did it? That said, if we've misunderstood Ice's lyrics, and he's genuinely suggesting that inner calm can be attained by cutting someone's throat, then posting the fact to an easily motivated public would seem a very bad idea. Remember clackers? Exactly.





That Francis Bacon eh? What a moody, sardonic, zeitgeisty kinda guy he was. Choosing someone who's been dead for several hundred years as the spokesperson for a generation has just the sort of feel we need. Remember Troilus and Cressida? Exactly.

Once again, if you can't come up with a better idea, then SUBVERT. Ever seen five thousand irony-deficient Rage Against The Machine fans all wearing their identical RATM shirts and singing that they'd never do what they were told to do? We have. Eat the bitter pill of righteous payback, courtesy of AP joke number 221 – the hilarious rhyming slang replacing the swear word. Yes.

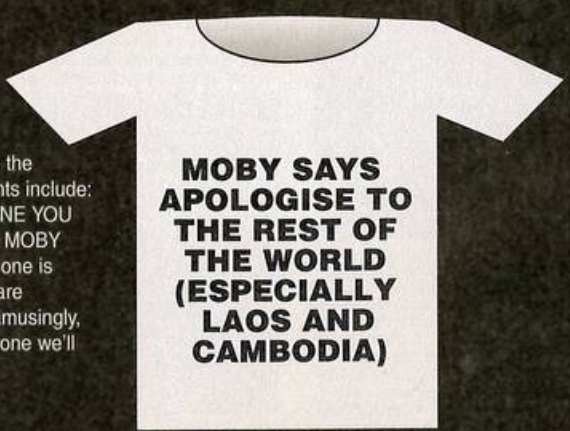
BUT THE WINNER IS...

American techno-geezer Moby represents the pinnacle of Pop Stars Gone Bad. His album, Everything Is Wrong, is a superb blend of Enya-esque ambient harmonics and thumping dancefloor stormers, but the title is a none-too subtle suggestion that something is far from right, and it only takes the liner notes to see what it is.

You see, Moby feels that modern culture is morally corrupt, and leading the planet towards eco-doom. His total lack of humour in regard to this situation is highlighted by the fact that although he hates meat eating, cars, plastic shrink wrapping and computers, his music depends totally on synthesizers and high technology.

Conclusive proof that Moby's views should be ridiculed totally appear in the liner notes to the remix album of Everything Is Wrong, where he saves us the trouble of paraphrasing him. The highlights include: MOBY SAYS HAVE SEX WITH SOMEONE YOU LOVE, MOBY SAYS BAKE BREAD, and MOBY SAYS TALK TO OLD PEOPLE. The last one is open to doubly ironic abuse if worn by care workers in old peoples homes or, most amusingly, by old people themselves. However, the one we'll be wearing this summer has to be:

We rest our case.



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U941 Race Raptor	1.25
U942 Panic Pods V2	1.25
U943 Training Log	1.25
U944 Master Nibbler	1.25
U945 D-Spies	1.25
U946 Lockpc v2.0	1.25
U947 Panic Kick v1.4	1.25
U948 Pressed Electrool	1.25
U949 Disckwiz Winner	1.25
U950 Essential Virus Killer	1.25
U953 Soccer League	1.25
U954 TERM V1.4	3.75
U955 Virus Checker V 7.19	1.25
U956 Parnet	2.50
U957 Devalve	1.25

DEMOS & RAVE

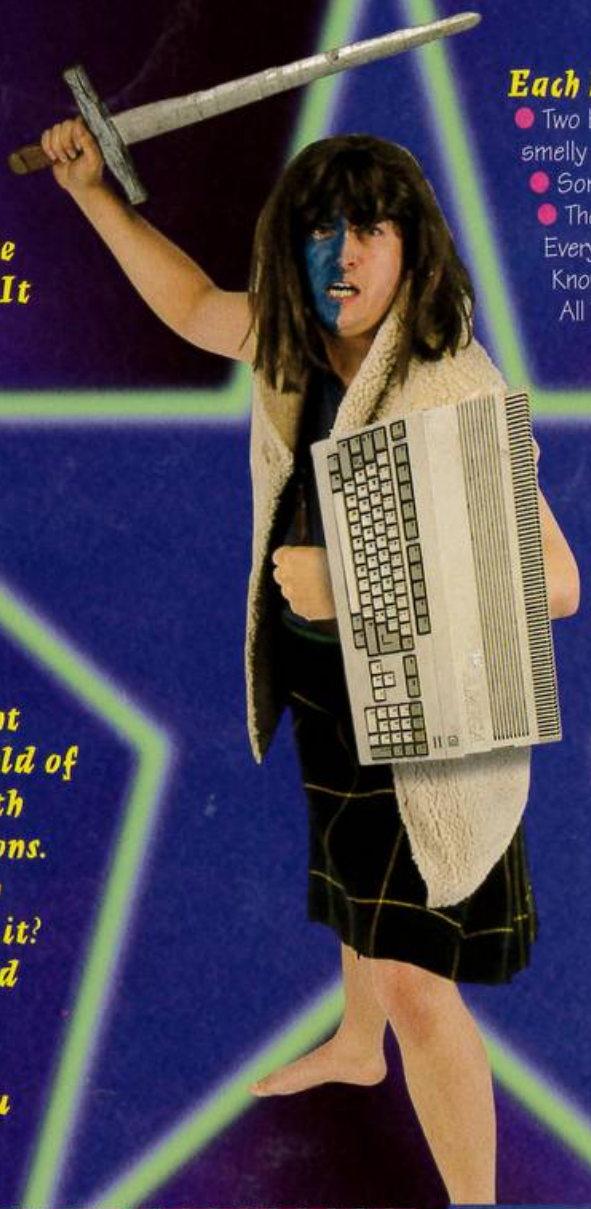
D001 Night Breed	1.25
D002 Iron Maiden Slideshow	1.25
D003 Good Morning Vietnam	1.25
D004 Creep Show	1.25
D005 Fraction Horror Show	1.25
D006 Total Recall Slideshow	1.25
D007 Evil Dead (1 meg)	1.25
D008 Iranian Cartoon	1.25
D009 Robocop	1.25
D010 Wiz Slideshow	1.25
D011 Not The 9 O'clock News	1.25
D012 Raider Of The Lost Ark	1.25
D013 Predator Demo	1.25
D014 Safe Sex	1.25
D015 Stealthy 2 (1 meg)	1.25
D016 Jimi Hendrix Slideshow	1.25
D018 Horatori Pics	1.25
D019 Pictures Meets The Beach Boys	1.25
D021 Moonwalker Demo	1.25
D022 Mike Tyson (1 meg)	1.25
D024 Terminator	1.25
D025 Life Of Brian	1.25
D027 The Garfield Slideshow	1.25
D028 Teenage Turtles Slideshow	1.25
D029 WWF Slideshow	1.25
D030 The Gathering GFX	1.25
D041 Enterprise leaving Dock	1.25
D042 Girls of Sport	1.25
D043 The Run (1 meg)	1.25
D044 Star Trek Animations	2.50
D046 How To Skin A Cat	1.25
D047 Calendar Girls	1.25
D048 Techno Warrior	1.25
D050 Jesus Loves Acid	1.25
D052 Rave Length	1.25

GAMES

G014 Zetrion	2.50
G015 Earth Invaders	1.25
G017 Mayhem	1.25
G018 The Fun House	1.25
G019 Amos Games	1.25
G025 Games Galore	1.25
G031 Doodle (just only)	1.25
G032 Russell	1.25
G033 Break Out	1.25
G034 Demolition Mission	1.25
G035 Lady Bug (not 600 or 1200)	1.25
G036 Depth Charge	1.25
G037 Dash	1.25
G038 Spitfire Assault	1.25
G039 Relaxer	1.25
G040 Top Secret	1.25
G035 Flagcatcher	1.25
G036 Wizzer	1.25
G042 Wireless Combat	1.25
G059 Blob	1.25
G060 Sector	1.25
G061 Dunk	1.25
G062 Stuff Hunt	1.25
G043 Super League Manager	1.25
G044 Quiz Master & Edit

101 THINGS TO DO WITH A DEAD AMIGA

NUMBER 3 THE SHIELD



Re-enactment enthusiasts take note! Any old Amiga strapped to your arm during battle will make an excellent shield. But! You cry. It is not authentic. The Amiga is a cursed invention of the 20th Century and I shun its modernity. No! We reply. Although it may be modern and constructed entirely from metal, plastic and silicon, the Amiga has exactly the same damage-resistant properties as a bone and hide shield of the kind generally favoured by 9th Century warriors of all persuasions. And anyway! It's hardly going to make you look more ridiculous is it? Order a kit from us now. Just send us cash, a cheque, Direct Debit instructions or a credit card mandate and REMEMBER! You need pay nothing now.

Each kit contains:

- Two bits of authentically smelly leather
- Some glue
- The best-selling Future book, Everything You Ever Needed To Know About Re-enactment And All That Sort Of Thing. Ever.

YES! I WANT TO TAKE PART IN THIS ONCE IN A LIFETIME OFFER

Please send me ☐ kits @ £7.99 each*

I understand that I need pay nothing now and enclose a cheque/have filled in the Direct Debit/Credit Card mandate (delete as applicable) for the full amount.

Please make your cheque payable to AMIGA POWER TEAM RETIREMENT FUND.

Name .....

Address.....

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..... Postcode: .....

Please Quote your EC VAT reg no.....

Credit Card Number

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature: .....

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